R. MacGowan

This is my second chance to write the philosophy, so I guess that means I did good the first time. This is also the first time I have been given the chance to put together a whole issue without "you know who". Could it be a test run? Is Don Greenwood ready to turn over the helm to his assistant, the young upstart (and incidentally, a heck of a guy)? Will *THE GENERAL* turn into a 48 page episode of "THE ASYLUM"? Stay tuned.

In my first few months at AH answering the phone was a fascinating experience. Now, over a year and thousands of calls later, I answer most calls like a friendly recording. You see, there are several types of phone calls we get constantly. So, for the sake of everyone involved, I will bore you

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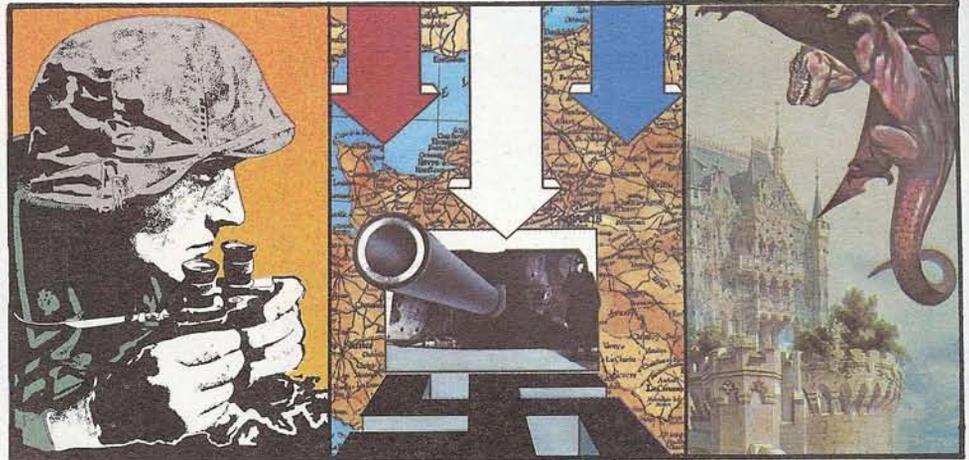
THE VON STAUFFENBERG PLAN

German Strategy in FORTRESS EUROPA

by David Perlman

David Perlman was one of the FORTRESS EUROPA playtesters, and has played at least as many games of it as I have. Still, when I looked at his initial setup, I was aghast. It was significantly different from any other setup I had used or seen used against me.

After reading the article though, I was pleasantly surprised to find myself being won over by much of David's reasoning. In fact, I am going to use the majority of his setup in my next game as the German player.

I am reminded that FORTRESS EUROPA is a new game and I should not be so dismayed by the insights of other players. During playtesting, the playtesters were divided on which side had the upper hand, and it is easy to see how such diverse opinions can be fostered by individual playing style. This is the advantage of a by-mail playtest because a lot of people with a lot of different ideas get to contribute, and AH (or the individual developer) does not get in a rut by just using himself and a small select, group of gamers. The developer's job then becomes simply molding these ideas and opinions together into the best final game. He is also a playtester, but his main role is organization and coordination.

Still, and I'm sure you knew this was coming, I can't resist adding some comments of my own. Some are things David has not covered or only touched on slightly, particularly in the area of the 'why' of some of the rules. Some things are addi-tions or disagreements with things David has said. And finally, I will include a typical Moon setup as a contrast to David's; for better or worse.

The Allied player seems to win more often than the German player in *FORTRESS EUROPA*. If he pursues a cautious strategy, advancing steadily on a wide front and constantly attritioning the weaker German army, he will eventually win by sheer force of numbers. However, playing the German side is far more challenging. Pushed and pounded, strategically outgunned, and always on the run, the German player must play an almost flawless game to win. He must work without a detailed master plan. Instead, he must try to anticipate and respond to the rapidly shifting, Allied threats. A German victory will be the product of careful planning in the setup, flexibility in the Middle Game, and determination in the end game.

FORTRESS EUROPA is a blood brother, or perhaps a bastard son, of *THE RUSSIAN CAMPAIGN*. The similarities between *THE RUSSIAN CAMPAIGN* and *FORTRESS EUROPA* are striking. Both games employ double impulse movement and stress the acquired tactical skill of planning both impulses at the beginning of a turn. The placement of reserves can be crucial for exploiting or rectifying first impulse results. Both games use a seasonal Weather Chart, and both have an atmosphere of tension, with concerted multi-turn offensives interspersed with recuperation periods.

The German player can usually construct a fairly solid main line of resistance, and he can usually avoid the deep, sweeping penetrations which characterize *THE RUSSIAN CAMPAIGN*. But, unlike the Russian player, the German player in *FORTRESS EUROPA* has no chance for a giant counteroffensive later in the game.

The basic German strategy will always be defensive, and should be founded on a single conclusion: France must be given up if Germany, and the German victory cities, are to be preserved.

This doesn't mean that France should simply be abandoned. While an eventual retreat is preordained, the German player should fight a protracted delaying action in France, forcing the Allies to pay in casualties and time for the advance to the Rhine. Tactically, the best German weapon is the short sharp counterattack, when overextended, Allied spearhead units can be surrounded and eliminated. But the opportunity for a worthwhile counterattack is rare, and the German player must usually take the tactical defensive, building a line of mutually supporting, doubled positions. The best German line is the Siegfried Line, the West Wall fortresses, and he must ensure that he reaches it with enough strength to hold it.

After a brief explanation of the rules and their effect on German planning, a sample German setup

will be presented. Any setup has its own unique strengths and weaknesses. I have both won and lost with this one. Since the German player is basically a counterpuncher, reacting to the Allied initiatives, the later stages of the game are harder to analyze, so only a few general suggestions are offered for some possible German strategic options.

I feel the German player has the advantage in the game. The real burden of attack and victory is on the Allies. The Germans must play carefully, always thinking ahead, but they are the defenders. Throughout the history of gaming, when a game has made one player the attacker and one the defender, the defender has had the advantage in the majority of cases. The balance is the precise play defending requires.

Nuts and Bolts

The basic mechanics of *FORTRESS EUROPA* can be absorbed in a single playing session. The exceptions and special cases take a little longer, but after a few games, players should be able to dispense with the rulebook except in the most arcane instances.

FORTRESS EUROPA is played with mostly division-sized counters on a one week per turn time schedule. Each week is composed of both players' turns, with the Allied player moving first. The game begins with the June 1 turn, and ends with the March 1 turn.

Terrain is very important, affecting stacking, movement, and combat. The stacking limits for both sides are three units in clear terrain, two units in rough terrain, and one unit in mountains or flooded terrain. Cities and fortresses do not affect stacking; the limit is determined by the other terrain in the hex. There is also alpine terrain, which can be entered only by mountain units. Certain units, such as headquarters, Rangers, and Commandoes, have no stacking value and can be freely added to any stack in any hex, regardless of the basic stacking limit. Note that there is a difference between headquarters units, like Rommel and Patton, and Headquarters Troops Divisions, which are German cadre units and cannot be stacked freely.

All units except mountain units must stop when entering a Mountain hex, and may move no further in that impulse. All units must stop when they enter a flooded hex, and may move no further for the entire turn. Armored units lose half of their movement allowance (for that impulse) in any impulse in which they enter a rough terrain hex.

If there is an unusual tactic in FORTRESS EUROPA, it is in the use of terrain on defense. Basically, you use terrain in the opposite way it is used in most games.

The stacking limitations make it better to be behind mountains and flooded areas (and rough terrain to a lesser extent) and make the attacker occupy these hexes (and have the stacking restrictions), rather than placing your defending units in them. This seems almost illogical until you consider what it really means. While you are not getting the benefit of the covering terrain because you are not in it, the attacker cannot throw as many units at you because he is being limited by the terrain. The difference may be like the difference between apples and oranges, but it makes for interesting tactical considerations and gives the game its own flavor. The rigid gamer will not fare well unless he adjusts.

The restrictions on armor units in cities and rough terrain severely reduce their effectiveness in these hexes. They will be much more valuable in the

open, where they belong. In addition, unit characteristics (and differences) are brought into play more, making infantry and armor equally important. Players will find that they must use combined arms tactics or the opponent will be able to use them (and the terrain) against him. In short, both players will rarely have enough infantry when they need it or enough armor when they need it, because the situation will be constantly changing and you cannot keep the right blend of units everywhere on the mapboard. For instance, in Normandy the Allies and Germans will both need infantry, but after the breakout, both will need armor.

Terrain can also restrict Allied second impulse movement. If an Allied unit in a mountain hex does retreat the enemy unit it is attacking, it may be all alone during the second impulse. Other units may not be able to exploit this because they cannot move through the mountain hex.

A unit entering an enemy ZOC (zone of control) also ends its movement for that impulse. All units exert a ZOC in all hexes adjacent to the one they occupy, except that ZOCs do not extend across rivers where bridges have been destroyed, into fortresses, or across the black coastline. Units entering an enemy ZOC must stop and attack adjacent enemy units. Units still in an enemy ZOC after first impulse combat may not move, and must attack again in the second impulse.

First impulse movement allowances are printed on each counter. Second impulse movement is restricted by unit type. Prevailing Weather conditions may reduce movement for all units in both impulses.

All German units, except headquarters units, may use Rail Movement during the first impulse. Units moving by rail may not move out of, into, or through Allied ZOC, and may not use regular movement in the same impulse. The German rail capacity is six units per turn, but this can be reduced by Allied Air Missions. In addition, units cannot use Rail Movement over river sections whose bridges have been destroyed. The Allied French Partisan counter also cuts rail lines, but cannot be placed in German ZOC or within five hexes of an SS unit. Rail Movement can be very useful for reinforcing a threatened sector rapidly, or for executing a painless strategic withdrawal. But the German player should not rely upon it. On the turns when he needs it most, it will be hindered by the Allied player using the Partisans, Air Missions, and Paratroops.

There are two types of Sea Movement, which may be used only by the Allied player. Regular Sea Movement allows the Allies to move five units per turn from one friendly port or Mulberry to another. On turns immediately following an invasion, the Allies may use regular Sea Movement for ten units. Units may be moved by Sea in either (or both) impulse, but have their land movement allowance for that impulse halved. No Sea Movement at all is allowed during weeks when the weather is a Storm or Storm*.

The second type of Sea Movement, rarely used, is evacuations. Two Allied units per turn may be moved from a friendly beach hex to a friendly port.

Similar to Sea Movement are Raids, which may be used only by Ranger and Commando units. Raids may be made in either impulse, and do not count against regular Sea Movement or invasion capacities. Only two Raids per game are allowed, and they consist of moving appropriate units from a friendly port to any unoccupied invadable hex. All Raiding units must land in the same adjacent hexes. They must attack adjacent German units, even on the impulse on which they land, and cannot use land movement during that impulse.

A well-timed Raid can really throw a wrench into German plans, especially if it captures a port

and threatens to open up a whole new front on the next turn. Though the threat may be greater than the reality, the German player must acknowledge the possibility of Raids in several areas, and maintain reserves to cope with them. If he weakens his main line to rush units to the Raided area, an opportunistic Allied player can often stage a breakout or a general offensive.

A favorite Allied ploy is to launch a first invasion in one of the Eastern Military Districts. After a few weeks of patient waiting, kindly allowing the German player full Rail Movement, the ports of Biscay, Normandy, and Brittany can often be Raided without resistance. This Western landing is reinforced, relieving the pressure on the Eastern beachhead, while the second invasion is held back as the knockout punch.

Also similar to Sea Movement, but not counted as such, are invasions. Two are allowed. The first is executed on the first turn of the game, June I, and the second can be made on any turn July IV-Sep IV.

During the first impulse, invading units must end their movement in the invaded hex, even if it is vacant. They must attack all German units in the hex, but cannot attack units in other hexes. Invading units may only stack two high during the first impulse, and units invading rough or flooded terrain or inland ports may not stack.

Different invasion areas have different landing capacities. If an invasion overlaps into two different invasion areas, the lower capacity is used. Beach capacity is expressed in the number of infantry factors which can land in each impulse. The only armored unit which can land during an invasion is the British 79th Armored Division. During the first impulse of the first invasion the 79th may stack free, and adds two to the combat die roll.

Units may be moved by air. Each turn, the Allied player may airlift a Paratroop unit from one friendly city to another friendly city. The German player may also airlift Paratroop units, but only twice during the game.

Five Allied Paradrops are allowed per game. They may be made only on clear weather turns, and only during the first impulse. Only three Paratroop units may be dropped in each Paradrop, and all units must land no more than seven hexes apart. Each unit rolls on the Paratroop Drop Table and may lose a step or be eliminated if it lands in enemy ZOC. Paradrops may only be made within eight hexes of an Allied headquarters, within the TAC range printed on the mapboard, or within three hexes of any invadable hex.

Allied Paratroopers can be used to create tactical surrounds, but are even more dangerous when used in strategic surrounds, inhibiting both Rail and normal movement. Paratroop units have no ZOC in the player's turn in which they are dropped, but do have a ZOC during the other player's turn.

The German player is allowed two Paradrops per game, but only one unit may be dropped each time. These drops may be crucial for slowing an Allied breakout or reinforcing a threatened port. The German must save them for real emergencies.

In combat, units defending behind rivers, units defending in cities, on the dyke and German units defending inside fortresses are doubled on defense. Armored units have their combat strengths halved when defending in rough terrain or in a city, and also when attacking units which occupy rough terrain or cities. Most units are comprised of two steps and the CRT has results such as A1 and A2 as well as AE or DE results.

Units in Rough terrain hexes are never forced to retreat, though the owning player may choose to retreat them. This also applies to German units inside undestroyed fortresses. Since Allied ZOC does not extend into fortresses, fortress garrisons

are never required to attack, even if Allied units are adjacent. Allied units of different nationality may not combine their strengths in attack, but if stacked together they may add their strengths for defensive purposes.

All units out of supply at the end of the owning player's turn lose one step. Each unit must be within five hexes of a headquarters unit, which in turn must be able to trace a clear supply line to a supply source: either an Allied-controlled port or a German-controlled city in Italy or Germany. Units in fortresses and cities are always in supply. German units in Germany or Italy are automatically in supply, as are German units more than five hexes from an Allied unit.

The Allies have further supply restrictions. They can only supply a number of units in Europe equal to their total Supply Capacity of the ports and Mulberries they currently control. This makes the larger ports key targets, since the Allies need them to increase their buildup.

Both players receive reinforcements. Allied reinforcements may be placed in England or in Africa, and German reinforcements appear in any city in Germany. Table 1 shows the net combat factors received as reinforcements by each side during each month. Surprisingly, the German has a slight edge here.

Table 1
Net Reinforcement Factors

Month	German	Allied
June	0[a.]	7
July	10	8
August	23	5
September	52	43
October	26	36
November	−50[b.]	23
December	61(174)[c.]	0
January	9	16
February	−4	28
March	2	31
Totals	242(286)[d.]	206[e.]

Notes:

[a.] This does not include the Invasion Reaction Force which enters the game on turn one.

[b.] Including the Panzer Reserve withdrawals.

[c.] If the German player chooses Panzer Reserve Option A, he would receive a maximum of 58 factors in rebuilt armored units, 55 factors in the returning Panzer Reserve units, and 61 factors regular December reinforcements.

[d.] Including a maximum of 44 Volkssturm factors.

[e.] Including the Paris Garrison.

Both sides also receive replacements, which can be used to bring reduced units back to full strength, or to resurrect units from the dead pile. Table 2 shows the arrival of replacement steps during each month. Here the Allies have an overwhelming advantage, especially since most Allied steps are worth three combat factors, while the German steps are usually worth only two. Figuring it that way, the Allies receive 663 replacement factors and the Germans only 208. Both sides can lose replacement steps in the Air Game.

Table 2
Replacements

Month	American	British	German
June	9(3)	6(3)	6(3)
July	12(4)	8(4)	8(4)
August	12(4)	8(4)	12(4)
September	12(4)	8(4)	12(4)
October	12(4)	8(4)	16(8)
November	16(4)	8(4)	16(8)
December	16(4)	8(4)	16(8)[a.]
January	20(4)	8(4)	8(4)[a.]
February	16(4)	8(4)	8(4)[a.]
March	4(1)	2(1)	2(1)[a.]
Totals[b.,c.]	129(36)	72(36)	104(48)[a.]

Notes:

[a.] If the German player chooses Option A, the armored replacement factor is '0'. For instance, in December the available replacements would be 16(0). The total would then be 104(31).

[b.] The Allies also get one Special Replacement a month.

[c.] The German player also has eight Headquarters Troops units worth a maximum of sixteen replacements, which can be either armor, infantry of a combination of the two.

The Air Game

The Allies' superiority in the air is their best weapon. Without it, on bad weather turns, Allied tactical superiority is lost. There will be fewer Allied attacks, and most attacks will be at lower odds.

Weather is the great unknown in the Air Game, and players will find that one lucky roll on the Weather Chart will make up for several disasters on the CRT. But the German player can't win the air war with bad weather alone. The Air Game is a subtle matrix of balances and trade-offs. Neither player ever has enough planes.

There are two types of air units: Tactical (TAC) and Strategic (SAC). All German air units are TAC, and the German player gets a variable monthly allotment which he may use during any turn of that month, up to a prescribed per-turn limit.

The Allies receive seven TAC and four SAC on each clear weather turn. For the first sixteen turns, the Allies get two SAC on non-clear turns. After October I, no aircraft for either side may fly on non-clear weather turns.

Allied TAC may operate within the TAC range marked on the mapboard, within eight hexes of any Allied headquarters unit, or in any hex on or adjacent to the Mediterranean coast. SAC aircraft may operate anywhere on the mapboard. German TAC may operate within eight hexes of a German headquarters unit, or anywhere in Germany.

The Allied player assigns each aircraft to a mission at the beginning of each week. Then the German player can assign aircraft to cancel Allied aircraft or to fly the German Ground Support mission. German aircraft cancel Allied aircraft on a one for one basis anywhere on the mapboard, even outside German TAC range. There are nine possible Air missions for the Allies. The German player may cancel any Allied mission except Carpet Bombing, but may only undertake Ground Support offensively. Vastly outnumbered in the air, the German player will only be able to cancel a small fraction of the Allied missions. An understanding of the potential dangers of each Allied mission is necessary before choosing which missions to cancel.

Strafing (TAC only) interferes with German movement. Each German unit that moves more than three hexes in the first impulse (including Rail Movement), and is at any time within Allied TAC range, is subject to Strafing. One die is rolled for each unit being strafed. If the result is greater than the number of strafing aircraft, the unit moves normally. If the die roll is equal to or less than the number of strafing aircraft, the unit loses one step and ends its movement in the third hex it entered.

Strafing is not generally one of the most productive Allied missions, but it can be useful if used on turns when the German needs to get full movement out of his Panzers.

Railway Attacks may be executed by SAC, or by SAC and TAC together. Each aircraft reduces the German rail capacity by two. Railway Attacks are especially damaging when the German needs full strategic movement to reinforce or withdraw from a threatened area.

Bridge Attacks can be performed by any Allied aircraft, SAC or TAC. Each aircraft is placed on section of a river, and all bridges over that section of the river are considered destroyed for that complete turn. During both impulses, armored units trying to cross such sections of rivers must stop before crossing and roll on the River Crossing Chart, which can result in a step loss or the end of their movement. During the first impulse, non-armored units must stop on the first hex across the river, on the second impulse they may move freely. In addition, ZOC does not extend across these rivers. Units may not attack nor retreat across such a river after combat. Also, units may not use Rail Movement over these river sections.

Bridge Attacks are another mission which hampers German movement. They can be used to create tactical surrounds, or to shield the Allied forces against German counterattacks. The Allies can hold these rivers, with weak units two hexes apart, while the main Allied strength runs along the river, ignoring German ZOC from the other bank. Bridge Attacks can be especially dangerous when used in the 15th District or around Paris. In these areas a maze of Bridge Attacks can chop the German defense into sections which can then be attacked and defeated separately.

Attacking German Replacements can be done only by Allied SAC. Each SAC assigned to this mission reduces the German replacements by one, with armored replacements being the first steps lost. This is an important part of the Allied overall strategy. By consistently attacking German replacements, the German player is prevented from rebuilding either his reduced-strength divisions or eliminated units. The Allied edge in replacements, already overwhelming, can be increased by this mission, and the German army turned into a crippled, brittle shadow of its former glory.

Only Allied SAC can perform U-Boat Attacks. If no SAC is assigned to this mission, the Allied player loses half of his American replacement steps for that week. Armored replacements are the first ones lost. When all six of the U-Boat Bases have been captured by the Allies, no further aircraft need be assigned to this mission, and no American replacements are lost.

The V-1 Site Attack mission, which can be executed by either SAC or TAC, is virtually identical to U-Boat Attacks. If no Allied aircraft is assigned to this mission, half of the British replacements for that week are lost. Once the six V-1 Sites are captured by the Allies, aircraft are no longer required for this mission.

Carpet Bombing can be done once each month, by a single Allied SAC. Carpet Bombing adds two to the die roll in any one attack at two-to-one odds or lower. It assures the Allied player of at least a DR result against a German stack at two-to-one odds, which guarantees the elimination of any one sur-

rounded German stack. Carpet Bombing is very dangerous during the Allied second impulse, when even modest penetrations have opened up surround possibilities.

Counter-Air missions enable the Allies to cancel German Ground Support aircraft. Counter-Air is rarely used, however, because the aircraft are wasted if the German player was not planning to fly the German Ground Support mission. If the German is committed to counterattacking, Counter-Air forces him to waste aircraft to cancel the Allied Counter-Air, or to attack at 'natural' odds, without Ground Support.

Ground Support is the favorite Allied mission. A maximum of three Ground Support aircraft can be added to any first impulse combat within TAC range. Each aircraft added increases the odds by one column. This is the greatest obstacle to creating a strong German beach defense, or a solid line later in the game. No German position is attack-proof against massed Ground Support.

If all seven Allied TAC are assigned to this mission, the strength appears equivalent to about two and a half Stukas in THE RUSSIAN CAMPAIGN, but this is misleading. Since the Ground Support aircraft can be added exactly as needed, one at a time, they can be assigned far more precisely and can be much more damaging than THE RUSSIAN CAMPAIGN's Stukas.

On the first turn of the game, seven unblocked Ground Support aircraft will allow the Allies to land on almost any beach, no matter how well defended. The German setup outlined in the next section assumes that the German player will allow his opponent no more than three Ground Support aircraft on the invasion turn. If all the Allied TAC is assigned to Ground Support, the German must cancel four of these with four of his aircraft (the most he can use is one turn in June). If fewer Allied aircraft are assigned, the German can save his planes or use them to cancel other missions.

Other first turn air strategies can be used with other setups. If the German player planned to allot all four of his available aircraft to his own Ground Support he can screen the beaches lightly and concentrate on this turn. Or by assigning the German aircraft to protect against Railway Attacks and Bridge Attacks, the German can preserve his mobility.

However, cancelling Allied Ground Support on the first turn forces the Allied player to avoid the strong defenses around key ports. This may give the German several extra weeks before the Allied buildup and breakout can occur. The problem is that this leaves only two aircraft for the rest of June, three more weeks, giving the Allies total superiority.

As FORTRESS EUROPA progresses, the German air allocations become even more difficult. On almost every turn the German player is confronted with heart-breaking choices. He must preserve some replacements, or the Wehrmacht will wither on the vine. He must preserve some mobility, or his forward line will be encircled and annihilated. He must reduce the Allied Ground Support or the Allies can smash through any German defense.

The German should keep an open mind, making his decisions on the basis of the current situation. A good tactic is to use up all remaining German aircraft on the third week of each month, hoping for bad weather in the fourth week (since remaining aircraft are lost each month if not used). If German losses have been moderate, it may be possible to ignore Replacement Attacks until the Fall, when bad weather will prevent Allied planes from attacking German replacements. The greatest danger is Allied Ground Support. If his aircraft for the month have been exhausted, the German may want to cushion the main line of resistance with pickets (weak, ex-

pendable units) to dilute the power of Ground Support, which is only available on the first impulse.

While the weather is important, it is not nearly as important as the weather is in THE RUSSIAN CAMPAIGN. There are times when it can actually hurt the Allies as much as help them. When the German player is planning a counterattack with Ground Support aircraft, for instance.

The Allied player will have the air when he needs it most, in the first eight turns. The only other time he will need it as much is for two or three turns in the Sep-Nov turn to help breakthrough the West Wall. But, a competent Allied player will work around the availability of air, and when it is available it will seem like a nice bonus.

The German Setup

The most crucial and far-reaching decision for the German player is the initial setup. This will influence the Allied choice of an invasion site, and determine the nature and scope of the German response.

Table 3 shows the breakdown of forces at the beginning of the game. Most of the German units must be placed in specified Military Districts. These units are frozen in place, unless the Allies invade in that District, or until the Allies leave the District that they initially invaded. Frozen units are also unfrozen if their place is taken by another unit, (in an exchange type system), if the Allies invade in the 15th or Netherlands Districts, or on the July IV turn. This rule reflects the German conviction that an invasion would be made close to Germany. A slowly developing Allied threat in an outlying District does not prompt a full-scale German reaction.

Table 3
At Start Forces

Location	# Divisions	Armored Factors	Total Factors
American Units in England	20	51	148
Other Units in England	20	72	155
England Total	40	123	303
Africa Total	9	9	51
Total Allied Forces	49	132	354[a.]
19th District	5	6	30
1st District	2	6	17
7th District	13	7	80
15th District	18	14	98
Netherlands District	3	4	20
District Total	41	37	245
Free Setup Units	8	45	58
Specific City Units	4	5	26
Invasion Reaction Force	5	28	36
Free Unit Total	17	78	120
Total German Forces	58[b.]	115	365

Notes:

[a.] Does not include eight naval factors.

[b.] Does not include divisions at reduced strength, training divisions, HQ Troops divisions, but does include coastal defense divisions.

The placement of the free setup units and the hidden units are the German aces in the hole. Some armor is assigned to each District, but most of the Panzers can be setup anywhere. The German player can also hide up to nine units. There are two main schools of thought here.

Rommel had found in Africa that the tanks were apt to be too far back for delivering a counterattack at the critical moment. He also felt that if the Panzer reserves were kept back too far inland, as the Commander-in-Chief preferred, their moveup would be interrupted by the Allied air force.

Guderian, no slouch with a tank himself, had a different theory. In March, 1944, Guderian spoke to Hitler about Rommel's defensive measures, and told him that he thought it dangerous to advance the Panzer divisions up close to the coast defenses, because they would lose their mobility.''

I prefer the placement advocated by Rommel. This puts the free setup units right on or behind the beaches, forcing the Allies to fight to get ashore and stay there. It also puts troop concentrations near enough to counterattack on the first turn.

Before setting up his units, the German player should arrive at a general doctrine for each Distirct. You should look ahead to the second invasion and beyond, to guarantee the flexibility to respond to an invasion anywhere. At this point, taking into account specific terrain features, the German player places his units where they will best contribute to the overall posture of each District; taking into account coastal defense, inland defense, screening and counterattacking possibilities, early withdrawal capabilities, etc. In other words, the German player should establish his general strategic priorities before constructing an effective tactical setup. The following section looks at the unique properties of each Military District, and presents a possible German setup. Remember, though, that no setup can be strong everywhere. Some Districts will have to be conceded to the Allies if even two of the five Districts are to be strongly defended.

The 19th Army Military District

The German plan for the 19th District is simple. If the first invasion strikes here, evacuate the District, conducting a fighting withdrawal to the mountain passes. If the first invasion lands elsewhere, withdraw several divisions as soon as they are unfrozen, while garrisoning the port cities to discourage an Allied Raid.

The 19th District can easily be isolated by Allied Bridge Attacks and Railway Attacks. This is why I don't plan to throw the reserves right into the fray; I may not be able to. But the bulk of the Invasion Reaction Force should reach the Valence area in the third week. By this time the rail lines will be protected and some German infantry will be railed in to absorb casualties. Panzers from the North and the West will reach Lyon in the third week, and they will guard against Paradrops behind the German lines.

The very limited amount of troops available in Africa means that the Allies must transfer units from England, straining their Sea Movement capacity. An agonizingly slow buildup. The Allies can almost always get ashore here and capture Marseille within a few weeks. But, while Marseille is actually closer to the Rhine than Cherbourg is, the intervening terrain is a succession of perfect defensive positions. The Allies also have a severe command control problem: the American and French units cannot attack together. In addition, since there are no French replacements, the Allied player may find his spearhead crumbling, and be forced to stop his advance until fresh, full-strength divisions can be transferred from England.

Figure P1 shows a possible German setup for the 19th District. The Allied player is allowed to

Figure P1: 19th Military District setup. The symbology in the figures is as follows. A red square designates a hidden unit. A red circle designates a free setup unit.

land up to 32 infantry factors in the first impulse of the invasion, and up to 16 factors plus a headquarters unit in the second impulse. Since no regular Sea Movement is allowed on invasion turns, the Allies can use only the units which begin in Africa. Thee are 33 infantry factors available, including the French Mountain Division, plus 6 factors of Rangers and Paratroops which could be used as infantry.

We'll assume that the Allied player has three Ground Support aircraft to work with. By using ten American infantry factors, the eight Naval factors, American paratroopers and Special Forces, the Allied player can muster 22 factors for a first impulse attack against any one beach hex. With 12 factors in Marseille (doubled to 24), a 1-1 is prevented. Even with all three Ground Support aircraft, the Allies can only manage a 3-1, which includes a 1/6 chance that all the attacking units will be forced back into the sea and eliminated. The Allied player may be hesitant to take this gamble with his main attack.

Toulon is left undefended. If it is held by a token force, the Allies will be able to move a strong stack to O34 in their second impulse, capturing Toulon and soaking off against Marseille. The Marseille garrison will be forced to counterattack or pull back. If Toulon is heavily defended, there won't be enough German units left to protect the flanks of the District.

Marseille is the key. If it remains in German hands for the whole June I turn, the Allied player will have to delay his attack on the mountain passes until it falls, giving the German time to bring up reserves and dig in.

By invading on both sides of Marseille, and soaking off against the city on the first impulse, the Allies can make a 1-1 surrounded attack on the second impulse. This attack has a 3/6 chance of success, but risks the loss of a two Allied divisions on an A2 or E2 result.

Should the Allies succeed with a first impulse 3-1 or a second impulse 1-1 surrounded attack on Marseille, an orderly retreat is still possible with this

setup. Allied Bridge Attacks won't interfere with the retreat too much, since most of the German units are infantry. The single armored division can either take its chances on the River Crossing Chart or serve as a rearguard to the escaping infantry. A Paratroop division from the 7th District might be airlifted into Nimes or Valence to clog the passes until the reserves arrive.

Cannes and Nice are also left vacant. An invasion in this sector would be ideal for the German, leaving most of the 19th Army unmolested and free to pull back. Since there are no Paratroop divisions in Africa, they would have to be shipped in on the second turn, and could not drop until the third turn. The retreating 19th Army should be able to cope with the weaker Allied Paratroop brigades.

Some objections might be made to the casual surrender of the Italy-Germany offboard rail link. Yet the 19th Army must be preserved, to fight in the mountains, where their low combat strength can be partially offset. A useful tactic is to defend behind a mountain hex. Here the Allies can only advance a single unit to the attack, and second impulse exploitation is difficult.

Generously reinforced, the 19th Army should be able to hold the Allies in the mountain passes until the second invasion. (Echoes of *D-Day!*) An invasion in Southern France only becomes truly menacing in conjunction with another invasion, or the threat of one, in the North. If the German player weakens his Atlantic defenses too greatly, the real (second) invasion will come in the North. If he sends too little assistance to the Southern front, the Allies will reinforce and make their main push in the South. The real problem is to maintain a balance between the two areas. If the elite Allied troops (the armored divisions, the Special Forces, and the American 8-4 infantry divisions) have been sent to Africa, it could mean that the Southern invasion is the real danger. Or it could be a cunning Churchillian feint.

Figure M1: 19th Army Military District setup.

I like David's setup here though I would probably put the 9th armor in Marseille and move one of the 2-3 infantry units to hex P32.

My setup makes the Allied player fight for a port. It also should tempt him to attack Marseille. It has a chance of succeeding because the Allies have coordination problems between the American and French units and because reinforcements will have to shuttle in from England. This gives the Germans several extra turns in which they can counterattack before being overwhelmed by numbers.

In any setup, the key is Marseille. The Germans should try to hold it as long as possible, even if they suffer some losses doing so. Hexes P32 and P33 are important, as German units in them will restrict the number of units with which the Allies can attack Marseille. David points out the use of a soak-off against Marseille which forces the German player to counterattack from Marseille. Well, two can play at that game. If the German player has three units in Marseille, he may be able to soak-off against a big stack of units in one hex with one of these units while using the other two to attack a single unit.

If David's setup has one big advantage over mine, it is in the way he has made the 19th attractive as an Allied invasion site. Enticing the Allies to come ashore here is not necessarily a mistake. It is a long way from Germany and the road along the way is narrow. My setup tries to make the 19th look attractive by making Marseille look weak enough to be attacked. Finally, even if the Allies take Marseille early, you have won a minor victory by getting the Allied player to play your game and invade here.

No hidden units or free setup units should ever be placed in this district.

The 1st Army Military District

An Allied invasion in the 1st District can produce a very intriguing game. *When* will the Allies capture Bordeaux, the only large port? And *when* will the Allies choose to leave the District, releasing the mass of frozen German units?

Until Bordeaux is captured, the Allies, with La Rochelle and the twelve-point Mulberry, can only supply fifteen units. With this force they cannot simultaneously defend the Mulberry, reduce Bordeaux, and wheel into position for the breakout. However, the 1st District is surrounded by rivers and served by a bare minimum of rail lines. If the German player is prevented from reinforcing the District, the weak 1st Army cannot hold Bordeaux for more than a few weeks.

When Bordeaux is lost, the Allies will be able to supply twenty-five units. The German player will find himself stretched into an unhealthy L-shaped line, if he tries to defend the Channel coast against the second invasion while guarding the approaches to Paris and Troyes. So, since Bordeaux is the prime target, the German setup will concentrate on protecting it. Once it falls, the German plan is a retreat to the Loire or the Seine, rather than offering a serious battle so far from the Rhine.

Figure P2 illustrates a 1st District setup. Bordeaux is an inland port, and cannot be invaded or Raided unless the German has neglected to occupy any of the seven estuary hexes above it. If protected from the seaward side, the eccentric shape of the District means that Bordeaux can only be attacked from two hexes, A18 and B19. The Allies could also attack from A20, but this is outside the District and would release the entire German army.

A major German advantage is that the whole District is outside TAC range during the Allied invasion turn. Without Allied Ground Support, seven doubled factors garrisoning A16 assures the German player of nothing worse than a 2-1. The Allies can assemble sixteen infantry factors, eight Naval factors, and twelve Paratroop factors, for a maximum attacking force of 36 factors. If British units are used, the Allies can muster only 34 factors, but will get the +2 die roll modification for the British 79th. With a 2-1, the German can lose only one step, and because A16 is a fortress hex, the surviving German units will not have to retreat.

The main threat to Bordeaux on the invasion turn would be an Allied Paratroop attack. With an effective defensive strength of eight factors inside the city, the Allies can get only a 1-1. This would give the German a 50% chance of retaining Bordeaux. The Paratroops, if forced to retreat, would be eliminated instead. Since the Allies can drop only within three hexes of an invadable beach hex, the German retreat route, through A20, is guaranteed. The German Training division in A18 forces the Allied player to drop directly onto the city, or risk a 1-2 attack, with only a 1/6 chance of success.

Realizing the complete futility of invading A16, the Allied player would probably choose to invade between B15 and La Rochelle. Paratroops could be dropped in B18, but would have to attack the German Unit in B19, doubled behind the river, at 2-1 or 3-1. Even if this attack succeeded, a second impulse attack on Bordeaux would be at 1-2, again across the river, with only a 1/6 chance of taking the city.

With only 17 combat factors in the 1st Army, the German player cannot protect both Bordeaux and La Rochelle. An invasion around La Rochelle would put the Allies several weeks away from taking Bordeaux. A premature breakout towards Nantes and St. Nazaire would be sheer madness.

With the 1st Army clustered around Bordeaux, the Allies would be forced to make a Paradrop to attack the city on the invasion turn. Only five Allied Paradrops are allowed during the entire game, and
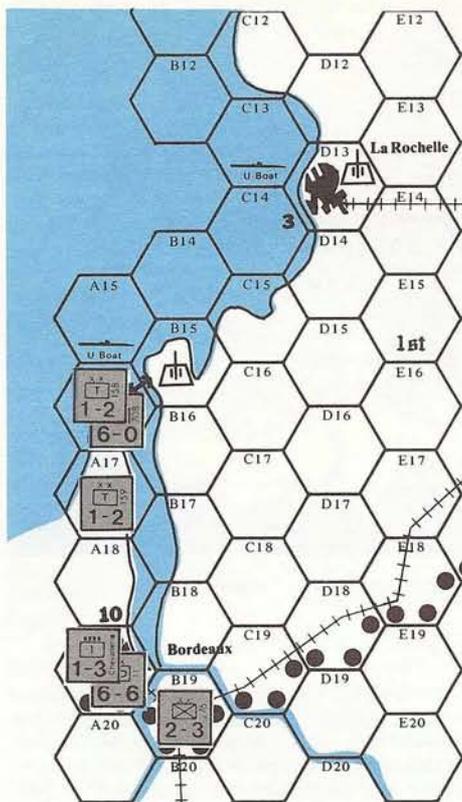

Figure P2: 1st Army Military District setup.

the German player would be pleased to see one used so far from the German victory cities. If the Allies land between B15 and La Rochelle, the German player can airlift in a Paratroop division of his own, and probably hold Bordeaux until late June.

Figure M2: 1st Army Military District setup.
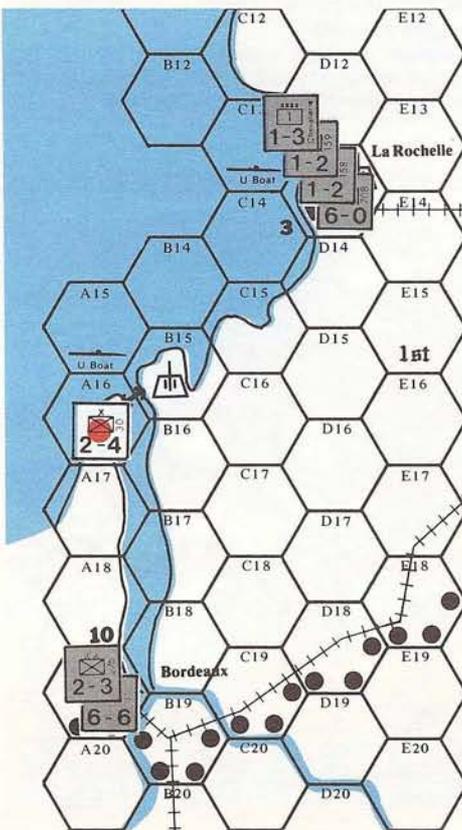
There are seldom any free setup units assigned to the 1st District. But, if the Allied player invades here, the German will have time to bring up reserves while the 1st Army sacrifices itself in delaying the fall of Bordeaux.

This was where I was most surprised by David's setup. But, after reading his comments, I like it. The key is Bordeaux and without it, the Allies can't do too much. So, why worry about La Rochelle. Unfortunately, I have seen an invasion in the area between La Rochelle and Nantes work, and with La Rochelle open, the Allies don't even have to struggle to get their first port. They will probably then move into the 7th District to get the other ports, even though this will release all the frozen German units.

My setup makes La Rochelle attack-proof. Since La Rochelle is a fortress a DE result is the only thing that will remove all the German units from the hex, and at 1-1, no DE is possible. If the Allies invade in A16 or B15, they risk running into hidden units.

My setup is a little less blatant, though I cannot defend Bordeaux as well. But while in David's setup, the Allied player may assume there is a hidden unit in La Rochelle, in mine he may assume there is one in Bordeaux. It is an assumption I would certainly make. The free setup unit in A16 is little more than a show piece (as it cannot withstand an Allied attack). It is a decoy, again, to make the Allied player think there are more units present.

Of course, I can actually put a hidden unit in Bordeaux in some games. If the Allied player would chance an attack on La Rochelle in David's setup, he would chance an attack on Bordeaux in mine. The difference is he would find the hidden unit in mine, and not David's. Can the hidden unit be spared, Ah, now there's the rub.

The 7th Army Military District

The 7th District is by far the hardest to defend properly. The District has thirty-one invadable coastal hexes, and the 7th Army is unable to defend even the vital ports adequately. The German player should station at least half of his free setup units here.

The many large ports are a great inducement to the Allies, and the L-shape of the District permits the buildup of large Allied forces behind narrow, easily defended perimeters.

If the Allies land closer to Germany all the German units will be released. An invasion in the 1st or 19th Districts starts off too far from the Rhine, and without sufficient port capacity. With the 7th District ports and the large Mulberry, the Allies can supply forty-seven units. If such a force can be built up while units in the other Districts are still frozen, the German is in trouble, especially if the Allied breakout is combined with a second invasion further East.

Figure P3 shows the 7th District. If the Allied player attacks Brest with British units, he can muster 41 factors (two 6-4 inf, 8 naval factors, 5 special forces factors, the 4-6 79th, two 5-4 paratroopers, and one 2-4 paratrooper) on the first impulse of the invasion. Because Brest is outside TAC range, he cannot use Ground Support aircraft to raise the odds.

By placing eleven doubled factors in Brest, for an effective strength of 22, the Allies can be denied a 2-1. At 1-1, even with the 79th participating, the German player is assured of holding the port. Since Brest is a fortress, any surviving defenders do not retreat. Any result but a DE is a German victory, and no DE result is possible in a 1-1. The invading units will be eliminated and the other Allied units, if still adjacent, will be forced to attack again in the

second impulse. The German garrison risks only the loss of a single step and will still have an effective strength of at least 18 factors to defend against a second impulse attack. A German unit in the mountain hex D3 will shield Brest on the second impulse, preventing the Allies from bringing up much additional strength.

An invasion on the Western coast of Brittany is perhaps the least worrisome. The Allies can land only very limited forces here, and the sector is completely outside TAC range. As with Brest, a garrison of eleven doubled factors in Lorient assures German control for the first impulse of the invasion. If the Allies land elsewhere, the Paratroop division can be replaced by a low strength (and then released) armored brigade and airlifted to the invasion area. By holding St. Nazaire, the German player protects the inland port of Nantes except against an Allied Paradrop.

An invasion in the St. Malo sector can be devastating. This is the hinge of the District, and from a beachhead here the Allies can seal off either peninsula. A trap is laid around St. Malo with hidden units. Here we're back under the Allied TAC umbrella, and no beach defense is attack-proof against Allied Ground Support. But while the Allied player may gain a lodgement, his assault troops will have to attack the adjacent German stacks on second impulse, without Ground Support. Since the hidden units remain hidden until after the landing is made, the Allied player will find that he has grossly miscalculated the odds.

It should be emphasized that this setup, or any setup, cannot be used over and over again against the same opponent. Once he discovers that you *always* lay a trap around St. Malo (or Ostende or Le Havre), he will learn to deal with it, probably by invading elsewhere. Of course, if he avoids an area because he believes that you've laid a trap there, you've gained a big bonus. The area is now protected at no cost.

This is precisely the strategy in the next area, the Cherbourg peninsula. It is held so weakly that a cautious Allied player might assume that there are some hidden units present, and be reluctant to invade here.

The Cherbourg peninsula was the site of the real Overlord invasion. It offers the Allied player his choice of several good beaches and the advantage of defending his beachhead in rough terrain. Since armor is halved when attacking or defending rough hexes, it will be impossible for the German to launch a real counterattack. With this setup I plan to hold the base of the peninsula for a few weeks and then to fall back and prepare to meet the second invasion. Caen, a cornerstone of the defense, appears to be shamefully neglected, but I want to lure the Allied player into making an early exit from the District.

This is the first goal in the 7th District; to entice the Allied player to leave the District before he should. If he makes a premature dash for Paris or Rouen, the Panzers should be able to chew up the allied flanks. In addition, the units frozen in the other Districts will be needed to defend the Seine line properly. If the Allied player waits until he can breakout in force, the German will scurry back out of reach. German aircraft will protect the Seine bridges in early July, and the 7th Army will defend from behind the Seine.

The second goal is to hold the ports for as long as possible. Units in cities are always in supply, even if cut off and without a headquarters unit. Few things are more satisfying then watching the Allied drive on Germany fizzle when troops have to be diverted to clear the ports.

In Brittany, the strong hidden defense on the beaches should yield a weak and scattered Allied beachhead. If a surround attack on several Allied divisions is possible, a counterattack should be considered. If the German is allowed full movement on his first turn (no Strafing, Railway Attacks, or Bridge Attacks, missions), the temptation to throw in every free unit and go berserk is almost irresistable. Yet the flanks of the Panzers must be protected, or they may themselves be trapped.
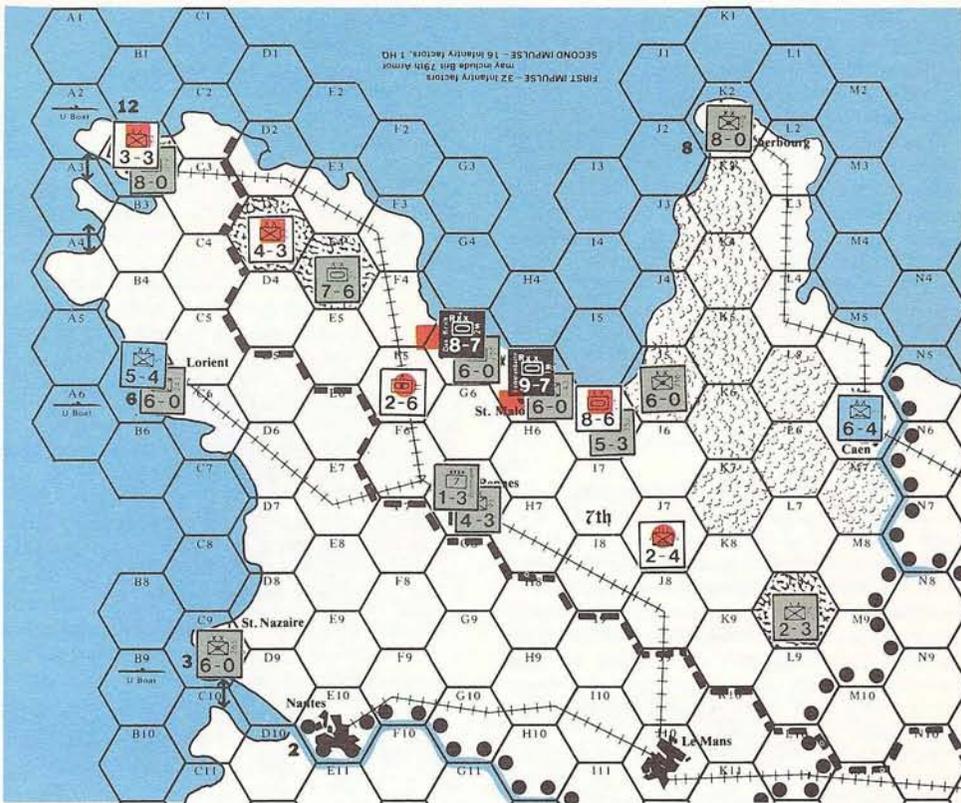
Figure P3: 7th Army Military District setup.

Figure M3: 7th Army Military District setup.
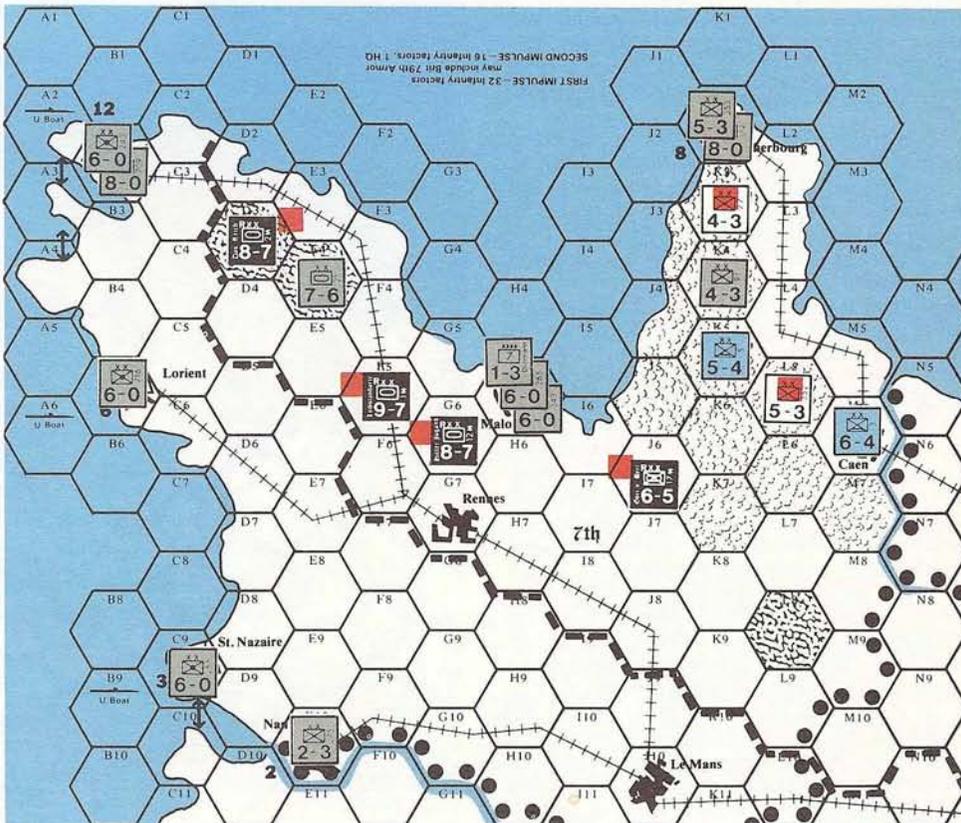
By keeping both the 3-3 infantry division in Brest and the 4-3 infantry division in D3 hidden, another smaller trap is laid around Brest. Should the Allies drop Paratroops around Rennes, the St. Malo Panzergruppe will be able to crush them.

The Cherbourg peninsula, on the other hand, is one of the worst places for a German counterattack. With halved armor attacking full-strength infantry, which need not retreat in rough terrain there is little chance for success. A good defense entails the use of small infantry units as pickets backed directly by powerful stacks. With this tactic first impulse Ground Support can be minimized.

But, when the Allies break out into Clear terrain, retreat becomes unavoidable. If the reinforced 7th Army is trapped West of the Seine, with a second invasion arriving behind it, the German player has lost the game.

This is indeed the hardest area to defend. It will also be the area where the Allies invade the most often.

David hits the nail on the head about the hidden units. The threat of their presence is as good as their actual deployment in some areas. Leaving a city completely open is a gamble, but the Allied player will also have to gamble if he wants to drop paratroopers on it or invade there, knowing it may full well be a trap. If the Allied player calls your bluff though, it can be embarrassing.

David leaves Nantes open in his setup. As the Allied player, I would not be able to resist a paradrop on it. The chance of a hidden unit being there would not deter me.

Cherbourg should not be undervalued. It is a big port. If the Allies invade anywhere in the peninsula, they must take it before pushing on. If the German player can delay its fall, the whole Allied timetable will be thrown off. By putting at least three steps in Cherbourg, you have a chance of surviving for three turns, even if the die is against you. The Allied player will be forced to use his air and naval units for three turns in a row to take one hex. In my setup, you may well be able to get five steps into Cherbourg by retreating another unit into it.

Brest, on the other hand, should not be overvalued. While it too is a big port, it will be harder to take because it is not in TAC range during the invasion, and the Allies risk being bottled up if they invade near it.

One strategy that David touches on only lightly is a subtle move that can protect certain beaches. Instead of putting the units on the beach hexes, put the hidden units one hex back from the beach. Invading Allied units will not be able to attack them on the first impulse (with air), but must attack them on the second impulse (without air). Furthermore, these Allied units will not be able to move and the Allied player may not even be able to bring on any more units in the second impulse, since he can only bring them on in the hexes he occupied in the first impulse. This works extremely well in the area to the West of St. Malo and the area between Cherbourg and Caen as in my setup. The Allies will have a tough fight if they invade in either of these areas. The infantry units are in Normandy and the armor units are near St. Malo because of the terrain. This gives the German player the best possible chance of knocking the invasion back into the sea.

Which brings me to another point. David really doesn't say that knocking the Allies back into the sea is possible. And it is! It isn't easy and it won't happen that often, but it is possible. And not just against an incompetent Allied opponent.

A number of things will contribute to the chances of this. One, poor weather on one or more of turns two, three, and four. Two, an invasion that lands in the thick of the hidden units. Three, bad luck on the Allied die rolls and good luck on the German die rolls in the counterattacks, particularly

if the German uses his air for Ground Support instead of cancelling Allied Ground Support. Four, the Germans can get the Invasion Reaction Force and other units to the invasion area on turns one and/or two. Five, the Allies don't make an all-out counterattack impossible by putting aircraft on Bridge Attacks and Railway Attacks.

The decision here is in degree. You want to counterattack to some extent no matter what, if you can. But there is a difference between an all-out push and a delaying action. The site of the invasion, and the five factors mentioned above must all be considered to figure out the chances of success.

If you do counterattack in force, keep an open mind. You are not so committed that you can't stop. The trick here is to know when to give up the attempt. It can become too late in an awful hurry. Basically, if you haven't pushed him back into the sea by July III, you aren't going to, so drop back and prepare for invasion number two. If you are taking more losses than he is, drop back and make him attack. If you are taking extremely heavy losses regardless of his losses, drop back, or you will have nothing to defend the West Wall with later. Finally, if the Allies have enough supply capacity, drop back.

The 15th Army Military District

General George Patton, in *War As I Knew It*, wrote, "In 1944 it became evident that the Third Army would land either on the Cherbourg peninsula or in the vicinity of Calais. Personally, I favored the latter place, because, while the landing would have been expensive, the subsequent price would probably have been less. In amphibious operations we should land as near the objective as possible. Calais was nearer this objective (the heart of Germany and the destruction of the Reich) than was Cherbourg."

The German General Staff, and Oberkommando West, under Von Rundstedt, also expected an invasion in the Pas de Calais, the 15th Army District, and placed their reserves to cover it. In *FORTRESS*

EUROPA the German player will often welcome an invasion here, since he has ample troops available and terrain well-suited to a defense in depth. Rivers and cities abound, and an invasion here releases German units in all Districts.

The 15th District naturally divides itself into three sectors, of which the Northern sector, facing the Schelde River, is the most critical. Two hexes inland lies the Northern Belgian Plain, the royal road to Germany. The German player can take heavy losses here against a determined, air-happy Allied player, but he must retain Anvers (a juicy '18' port) for as long as possible. The Allied beachhead must be contained with constant counterattacks, even at low odds. If the Schelde bridges are destroyed or Paratroops dropped between the Schelde and the coast, German units on the beaches may be cut off and unable to retreat. For this reason the Ostende area is merely screened. The German plan is to form a defensive line behind the Schelde.

Figure P4 shows the 15th District. It would be useful to have at least two steps in each of the Channel Port fortresses. This would make a D1, EX, or E2 result a German victory on the first invasion impulse, but the troops cannot be spared from the central sector, between the Somme and the Seine. The Schelde sector can be reinforced by the Invasion Reaction Force, but the Dieppe sector may have to stand alone for several weeks. Although the rivers can aid the German defense, they can also cut off the moveup of reserves. If the Allied player is allowed to cut the Somme, the Seine, and the Oise for several consecutive weeks, the situation will become desperate.

The hidden Panzer Grenadier division in R6 may prevent a second impulse surrounded attack on Rouen, if the Seine is cut. The hidden 5-3 infantry division in Dieppe might also be a surprise. If retreated, it will provide a delaying unit for the Somme-Seine corridor until the reserves can be brought up.

The third sector, from the Seine to the Orne, is narrow and uninviting. It would probably be invaded only in combination with a landing around

Figure P4: 15th Army Military District setup.

Caen or Le Havre. If the Allies do land troops here, their Beach Landing capacity plummets, and the St. Malo Panzers are available in reserve.

By allotting most of the free setup units to the 15th District it could have been made impregnable. But, because I think that the 7th District is both a more likely and a more dangerous invasion site, most of the free units are there.

With armored reserves on both flanks, I would like to contain an Allied beachhead in the 15th until mid-July at least. Yet if a breakout appeared imminent, I would rather fall back to the next river than risk encirclement. Since the Anvers-Bruxelles area provides the worst defensive positions, it should be strongly guarded, while the Allied breakout is channeled towards the longer and more easily defended Southern route.

An invasion in this district is usually as welcome as an invasion in the 19th. Not only does it release all the German units, but it puts the Allies in the thick of the German army. The Allies will have a tough time taking more than one port.

Le Havre is as important as Cherbourg. At least three steps should be put in it, which should delay its fall for several turns, especially since the Allies have only one hex to attack it from.

The area between the Orne and the Seine looks inviting for the Allies, but it is a trap. The terrain will make it almost impossible for the Allies to breakout. My hidden units here are to hurt any paratroopers that land on the first turn. The Allies will have a supply capacity of 13 (the 12 Mulberry and 1 for Dieppe), and may wind up sitting still till the second invasion.

The five fortresses around Calais and Boulogne are sheer suicide for the Allies. They will need six or more aircraft on Ground Support and some good die rolls to successfully invade two or more of these hexes. They can invade one of the end ones and the hexes adjacent to this fortress, but both of these areas are also inbetween rivers and again form

natural defensive positions for the Germans, with little supply capacity.

Antwerp must be made impregnable. As the Allied player, any chance of taking this with paratroopers will be hard to resist and this would break the whole game open early.

An experienced Allied player will stay clear of this area. The free setup units should not be used here.

The Netherlands Army Military District

An invasion in the Netherlands District immediately puts the Allies within sight of the Rhine, but the congested terrain makes for a slow and painful advance. It is unnecessary, and uneconomical, to hold the Dutch beaches in force. Instead the Allies can be dealt with on the edges of the flooded polderland, where the stacking limit is one and units can only move one hex per turn.

The Allies will soon capture two large ports, but their advance must be through the flooded area or over the narrow, easily defended dyke. The tiny Netherlands Army cannot hope to repel an Allied landing here, but if positioned carefully it can hold up the advance until the Invasion Reaction Force arrives. Also, since an invasion here releases all German units, ample help will be available from the West from the powerful 15th and 7th Armies.

Figure P5 diagrams the Netherlands District setup. It would be nice to put the 4-3 infantry division in fortified Rotterdam, but Arnhem and the dyke, the only unfortified pathways to Germany, are much more important.

The narrow corridor of clear hexes leading to and from the dyke make it an excellent defensive position. The danger here on the invasion turn is from Paratroops, and two weak units are positioned to defend against them. Massed German Panzer attacks can usually regain the crucial hex, J11, but only the British 79th Armoured could reach it from the beaches on the first turn. Should the Allies drop

paratroopers in this area, the German player must attack with his Invasion Reaction Panzers, even if he has to chance heavy Strafing. The dyke is the first priority and an early Allied breakthrough here cannot be allowed. Behind it, Groningen and the Ruhr-Weser line are poor positions, and two of the German key cities (Bremen and Hannover) are within reach.

The other shaky spot is Arnhem. Shaky? If *FORTRESS EUROPA* has a technical flaw it would be this city. The Allies couldn't take it in the movie, but in the game it's practically a giveaway. No other area offers such an easy route to the Reich. Once the Allies have entered the Northern Belgian Plain, Arnhem is doomed. Three-high Allied stacks and Ground Support make it just a matter of time if Allied patience and German sanity hold.

Yet such a situation is more likely to develop later in the game. In the Netherlands District, the edges of the flooded terrain can be held against the one-high Allied stacks. If the bridges here are destroyed, German defenders between the rivers will take heavy casualties, but they must keep on counterattacking and reoccupying the clear edge hexes.

The ugliest thing about the Netherlands as a whole is that there is no retreat. Key positions must be restored at once or the dam will burst. An invasion here will mean a tense game, with the German player strong on the ground, but without a position to fall back to. The Allies will club their way forward with Ground Support, and the German must fight fanatically to hold or regain every hex.

With this overall setup, which stresses the 7th District, an invasion in the Netherlands would be distinctly awkward for the German player. With most of the German army rushed to Holland, Raids and a second invasion in the West could not be prevented. There would be no real Middle Game; the German would move directly from containing the beachhead to defending Germany.

Figure M4: 15th Army Military District setup.

It is impossible to defend the beaches here, since there is no doubled terrain. However, you must discourage the Allies from coming ashore in this area. While David is right that the Allies will be hardpressed to breakout, either over the dyke or through the flooded terrain, they will be a constant threat right on Germany's doorstep from game's start. If they do breakout, the game is over. The German player will also find it difficult to prepare for the second invasion, since it could come anywhere.

Quite a few of the free setup units are placed in the Netherlands in my setup. This should discourage the invasion, but don't be surprised if it comes in here anyway. It makes for a congested, less enjoyable game, but it is a good choice for the Allies unless the German player puts a lot of the hidden units here.

The Lehr division is another instance where a unit is one hex from the beach to force the Allies to attack on the second impulse. It may cause the loss of several units.

Don't panic when Rotterdam and Amsterdam fall. The Allies will have to use aircraft on Bridge Attacks each turn so they won't be forced to attack out of Rotterdam across the Rhein. If the weather turns bad, they will be forced to attack and may have to retreat from the city. If they retreat, move a unit in (even though it will be eliminated or forced to retreat) since this reduces the Allied supply capacity and forces the Allied player to roll for damage to the port again. If the Allies player has put his maximum number of units ashore, he will have some supply problems.

**Figure P5:** Netherlands Army Military District setup.

Figure M5: Netherlands Army Military District setup.

The Middle Game

Most games of *FORTRESS EUROPA* can be divided into three stages: the battle on the beaches, the retreat through France, and the final battle for Germany. The Middle Game is the most difficult to describe and analyze. It usually begins in July or August, when the German player gives up his containment of the initial Allied beachhead and begins to fall back.

The temptations, and the real advantages, of an attack on the Allied beachhead may be too much to resist in the early going. (For a little added spice, try dropping a German Paratroop division onto a lightly defended Mulberry or large port.) But no matter how violently the battle on the beaches is raging, the German must keep the second invasion in mind. He must be careful to avoid having a second invasion land behind his main line, cutting off the retreat route to Germany. Allied Paradrops, Bridge Attacks, and Railway Attacks can also cut off the strategic retreat.

During late Summer and early Fall, Allied airpower and manpower will combine to defeat the German on the ground. No German counterattack

can be sustained for long, and no German line can be held indefinitely. The Middle Game is the time for consolidation. If the German player waits too long, he risks total defeat by encirclement.

While retreating, the German should try to construct a main line of resistance, based on mutually supporting doubled positions. Infantry, stiffened with Paratroops and Panzer Grenadiers, will garrison the strongpoints, while some armor is held in reserve ready to counterattack, to move laterally to plug holes in the Line, or to repel Paradrops.

If enough units are available, the German may wish to screen his line with pickets. With seven Allied Ground Support aircraft, and one SAC assigned to Carpet Bombing, the Allies can smash through any German Line short of the West Wall. If the Allied player can make three 1-1 attacks, he can be assured of at least a DR result in all three battles. After pushing the German stacks aside, he can throw armored units into the breach, and achieve either a deep penetration or a series of second impulse surrounded attacks on the German units holding the shoulders of the breach.

Because the Allies need massed Tactical airpower to break through a good German Line, the luck of the Weather roll will largely determine the German's fate in the Middle Game. With several consecutive weeks of clear weather, the German player will have to scramble to keep his main line in supply, as Allied breakthroughs threaten to encircle large German formations. Given sufficient bad weather, the German can often retreat gracefully with minimal losses behind a series of strong river lines. Rivers though, as noted in the section on the Air Game, can also become obstacles.

German losses in the early going usually set the pace of the retreat. My instinct is to retreat quickly to the West Wall, the best defensive position, but this can be a mistake. If the Allies reach the West Wall fortresses in September, they can usually pound their way through it during the Fall months. The state of the German army must be the deciding factor. If enough units are left, it would be wise to delay in front of the West Wall.

During the retreat the German player must prevent Allied Paradrops directly onto the West Wall. If three Paratroop units are dropped successfully, six German fortresses may be destroyed before the German player can react. Even a weak garrison of small units can deter or defeat a Paradrop. The German must occupy the fortress line as soon as the Allies come within TAC range, or risk its destruction.

The retreat through France need not be purely defensive. Brief and brutal counterattacks can be launched on the first impulse, followed by a rapid fallback to the defensive posts on the second. Basically, the Middle Game is a tradeoff between time and force. The German player should shield the West Wall from direct assault for as long as he can, but preserve an army to hold it with. The Middle Game ends when the Allies break through the West Wall and enter Germany.

I divide the game differently. I consider the Beginning Game to be the first twelve turns, which includes the invasions, the breakout, and the drive across France. The Middle Game is the breaching of the West Wall and the End Game is the battle for Germany and the Victory cities.

If the Allies do not get to the West Wall in September, they will lose unless the German player has no army left. The Allies will need the months of September, October, and November to break-through into Germany, and then will have to hold on as best they can when the Panzer Reserve counterattacks in December. January through March, both sides will be attacking and struggling for the extra city or cities needed to gain victory and avoid defeat or a draw.

The Sudden Death Victory Conditions

This article discusses German strategy in *FORTRESS EUROPA* from the perspective of the Campaign Game. To achieve victory in the Campaign Game, the Allies must control Paris and Bruxelles, and either four of the five German key cities, or a total of any fifteen cities in Germany and Italy. The German player wins by avoiding the Allied victory conditions until the end of the game and by holding three of the five key cities in Germany. Any other result is a draw.

Barring an early resignation, *FORTRESS EUROPA* can take ten or twelve hours to play. The Sudden Death Victory Conditions, like those in *THE RUSSIAN CAMPAIGN,* can shorten playing time and add a new level of tension, the player's strategies focused on specific objectives instead of, or as well as, on the Campaign Game Victory Conditions. Dramatic situations occur when the preservation or loss of a single city may mean the game. The increasing pressure to take or hold the objectives in the last few weeks before the Sudden Death Victory Condition dates (Sep I and Jan I) puts a premium on efficient and welltimed tactical play. Unfortunately, the Sudden Death Victory Conditions tend to force both players to adopt false strategies', geared to short-term goals, which may harm their chances of winning the game in the long run.

Before the game begins both players secretly write down their objectives for the September I and January I turns. For September I, each player chooses seven out of twelve possible objectives; for January I, each chooses five of nine. When these turns arrive, the objectives are revealed. If one player has attained all of his objectives and his opponent has not, he wins immediately. If one player has attained two more of his objectives than his opponent (Allies 7, German 5, for example), he wins immediately. Otherwise, the game continues until the Jan I or until the bitter end. Thus the Sudden Death Victory Conditions do not guarantee a shorter game between evenly matched opponents.

Some of the objectives are keyed to the control of specific points on the mapboard. Others involve the accumulation of replacement steps, the preservation of full-strength divisions, and other strategic goals. Some of the objectives are on both player's lists.

For both players, the selection of objectives has a direct connection with overall planning. The German player must make his selections before he knows the Allied invasion site. If he selects to control Anvers as one of his objectives, and the Allied player then invades in the Netherlands District, he will be hardpressed to control it in Sep. For the German, an objective is only viable if it fits into an overall defensive plan, and if it isn't directly in the way of the main Allied thrust.

Since neither player knows the other's objectives, the element of bluff is introduced. If a player is too straight forward, and tries to attain only his real objectives, while ignoring the other possibilities, his opponent should be able to concentrate his forces to defeat him. Bizarre situations can develop, with vital points nonchalantly left neglected, while false targets are contested to the death.

If the two players choose mutually exclusive objectives, the result may be an armed truce, as the German backpedals quickly to set up a strong line while the Allies fan out unopposed to capture Marseille, Bordeaux, and Brest. If both players choose overlapping objectives in Germany and the Low Countries, the result will be a bloody pitched battle, with both players becoming increasingly reckless as Sep I approaches.

One drawback to the Sudden Death Victory Conditions has already been mentioned. They have a way of skewing strategy for both sides, by

emphasizing short-term success at the price of conservative winning play. Then too, the imposition of a set of political and grand strategic goals onto the framework of *FORTRESS EUROPA* seems only marginally justifiable in historical terms. Would the Allies really have packed up and gone home because of a failure to capture Marseille, or because of the elimination of a single headquarters unit? Would Hitler have thrown in the towel even if he had been forced to evacuate all of France, Italy, and the Low Countries? Probably not.

Generally, since the Sudden Death Victory Conditions have such a warping effect on strategy, I prefer to play without them. Yet this objection applies mainly to the September I conditions. The January I objectives provide a fairly accurate index of German success or failure in the End Game, the battle for Germany.

It is here that I disagree with David most. The Sudden Death Victory Conditions were designed to fit in with the Campaign Game, not to detract from it. I feel they are successful in their purpose.

While it is true the Campaign Game can take anywhere from six to twenty hours, this will depend on the speed and experience of the players. I play extremely quickly and my games will never take more than eight hours. I don't play games with people who play too slowly, since it is boring to take ten minutes to move and then sit for an hour while the other person moves (with no noticeable difference in the quality of the moves). Still, I like the Sudden Death Victory Conditions because they shorten ninety percent of the games. In most games, where they do end the game, the winner is the player who would be the eventual winner anyway.

All the objectives are objectives that could be part of an overall plan. They are not outlandish, artificial objectives that were picked randomly. They were playtested and they are quite different from the original set I devised. In no way do they force players to adopt false strategies, since most of the time these objectives will be part of the player's overall strategy anyway. Furthermore, for the September I turn, seven of twelve must be chosen (instead of one of three in THE RUSSIAN CAMPAIGN) to insure that players are not forced into protecting only one objective and forgetting about the game.

Between two players of equal experience and playing ability, they are essential to shorten the game. If the game ends because of them, it will be because one player has had a better overall plan that he has followed right from game's start. The decisions about these objectives made before game's start, including before the initial setup, can separate the real FORTRESS EUROPA experts from the good, general game players.

The best part of the game is the first twelve turns, with the invasions and the drive across France. So, the "To The West Wall" scenario which uses the Sudden Death Victory Conditions as its Victory Conditions is the best game within the game.

FORTRESS EUROPA is the classic example of a game based on history that does not necessarily recreate it. To recreate the historical campaign you must land at Normandy in June, land in the South of France on the second invasion, use the historical weather, etc. Every game the Allied player lands somewhere other than Normandy, the game is ahistorical. AH has always recreated the situation at a particular time (at D-Day for FORTRESS EUROPA) and then let you, the players, decide if the historical strategy was the best one. If you don't think it was, then you can try something else instead.

However, many times in FORTRESS EUROPA, the Allied player will land at Normandy.

The game then becomes a surprisingly precise simulation of the actual campaign, with the containment of the beachhead, the slugfest through the bocage, the breakout to the west and south, the drive across France, and the breakthrough at Arnhem.

Any discussion of the political and economic considerations of the period would go far beyond the reach of the game. The Sudden Death Victory Conditions are an abstract portrayal of these considerations translated into game terms. They are successful in the terms of the game and that is all I was interested in.

The End Game

The End Game begins when the Allies cross the Rhine in force and the German player fails to push them back. Note that this is the point at which *D-DAY* ended.

A breakthrough is most likely in the North, at Arnhem, the weakest spot. An invasion in the 15th or Netherlands Districts can menace Arnhem very early in the game, but the Invasion Reaction Force, bolstered by railed-in reinforcements, can usually ward off an early breakthrough. Later in the game though, Arnhem becomes almost untenable. By moving up and soaking off, the Allied player can force German units to counterattack or retreat from both Arnhem and the adjacent unfortified rough terrain hex. Forced onto the tactical offensive, German losses will be heavy. Sooner or later the two hexes will be lost.

The central section of the West Wall is much stronger. Screened by the Ardennes, the approaches are more easily guarded. With adequate forces, the German player should form an elastic infantry defense line in the Ardennes. Here, too, there are some second line fortresses to fall back to.

The Southern section can usually be held comparatively lightly, as it will be difficult for the Allies to sustain a major offensive here, so far from their ports. This section is also screened by mountains which will channel the Allied advance, and these are backed up by rough terrain suitable for delaying a minor breakthrough. One problem here, as in the central section, is that German fortresses in nonclear terrain can only be defended by small stacks, presenting attractive targets.

However, the determining factor in the End Game is not the location of the Allied breakthrough, but its timing.

The dangerous period is the Fall. The Luftwaffe goes into hibernation, with only four German aircraft available in each month from September to November. September and October, when the German player receives large reinforcements, can often be endured by holding the West Mall stubbornly. In November, when the Panzer Reserve is withdrawn, the real crisis arrives. If the Allied player has pursued a policy of attrition by attacking German replacements, the German army will be weak. When the powerful armored divisions are withdrawn, an Allied breakthrough somewhere along the long thin line may be unavoidable.

If the Allies do break through in November, the German player might choose to sacrifice his remaining armored divisions while carefully retaining his infantry. Then, when the Panzer Reserve returns, he can choose Option A, which recreates all eliminated or reduced armored divisions and all SS armored units of any size. The price of Option A is the forfeiture of all the future German armored replacements. If the Reserve returns on the December I turn, this would mean the loss of a possible seventeen armored replacement steps, or approximately six to eight divisions. If the German has already had six armored divisions eliminated, Option A brings them back immediately, without waiting for the replacements to arrive. If the Ger-

man player chooses Option B, and retains the reinforcements, most will probably be lost anyway to Allied air missions.

During the End Game, the German player also receives Volkssturm units, one for each German city when the Allies first come within three hexes of it. Since Volkssturm have neither strength nor mobility, they should be used to take losses, either as pickets or in stacks with more valuable units. With only eight Volkssturm available at any one time, this assures that new units will be generated whenever the Allies approach a new German city.

Unfortunately, there are no really good East-West defense lines within Germany. An Allied penetration on either flank usually means the eventual loss of the center. This creates a dilemma when the Allied flanking units begin to move up behind West Wall fortresses that are still occupied. These positions will hamper Allied reinforcement of a narrow-front breakthrough, and will be invaluable if a serious counterattack can be mounted later with the Panzer Reserve. On the other hand, the units in these fortresses will probably be desperately needed behind the fortress line, to stem the Allied flanking movement.

The January Sudden Death Objectives are an interesting collection, to say the least. The German can fulfill four of his five objectives by holding specific cities, and three of the four are in the Southern or central sectors. Munchen (Munich) is quite difficult for the Allies to reach, even with a Southern breakthrough, and should probably be the first objective chosen. Nurnberg, only six hexes away, can be defended by the same Army Group. Remember, though, that these objectives are selected at the beginning of the game. The German player cannot predict where the first invasion is going to be, let alone the breakthrough of the West Wall. But he can influence both Allied decisions. With a careful setup and a clever retreat in the Middle Game, the Allied player can be convinced to take attractive short-term decisions which fit nicely into the overall strategy of the German player.

Four of the German January objective options are more abstract. Objective Eight is fulfilled by not bringing back the Panzer Reserve until after the January 1. This should not be selected. Seldom will it be possible or desirable to delay the Reserve's return beyond the first few weeks in December. After the horrors of November, the Panzers will be needed to help hold the West Wall or to counterattack Allied forces already in Germany. December, with bad weather, the return of the Luftwaffe, and sizeable regular reinforcements, is usually the last gasp for the German player. He must turn it around quickly or lose the game, and the Reserve is the only available tool.

The German player could fulfill two other objectives by preserving six headquarters and twelve full-strength infantry divisions. Once the West Wall is reached, and the German army is inside the German borders, headquarters are no longer necessary for maintaining supply. By January 1, the German player will have received 14 headquarters, and should have been able to preserve six. This objective would be chosen very reluctantly. It is easily attainable but tactically regrettable. The headquarters are ideal as pickets and soak-off units. Their elimination means almost nothing to German combat strength, and preserves other, more powerful units.

Twelve full-strength infantry divisions should be easy to manage, since the German player receives eleven on the December 1 turn. With average weather, he should get about ten replacement steps in December, to ensure that he reaches the goal. This objective would also fit in nicely with the German gambit of losing armored units and preserving infantry during November; then getting the armor back with Option A and the Panzer Reserve.

However, Option A would reduce the expected replacement steps to about six, and would force the German to be very careful with his December counterattack.

This gives the German four objectives: twelve infantry divisions, six headquarters, Nurnberg, and Munchen. It seems easy to attain Objective Seven, the control of two or more ports. However, if the Allied player guesses that this is a real objective, and sets out to methodically deny it, it cannot be guaranteed.

The final choice comes down to either Frankfurt or Hannover. Hannover is certainly farther from the German border, and Frankfurt lies open to an Allied attack from North or South. Frankfurt should be selected. It is closer to Munchen and Nurnberg, and farther from the expected Allied breakthrough in the North, at Arnhem. In fact with this set of January objectives, such a breakthrough might well be encouraged, while the German strongly holds the central sectors. Frankfurt is shielded directly and indirectly by mountains and rivers. Hannover is out in the plain, behind the easily flanked Weser River. In addition, Frankfurt has Mainz and Mannheim, doubled positions in critical hexes where an attack cannot soak-off against Frankfurt.

Overall, with the exception of maintaining headquarters units, these objectives give an accurate sketch of German plans for January even in the Campaign Game. He will hold in the South and delay in the North. Losing armor and preserving infantry, he will choose Option A and bring back the Panzer Reserve quickly, using it to stabilize the crumbling defense line. The December counterattack will only be mounted after the line has been steadied, and it will not strip one sector to the bone for an all-out drive in another. If necessary, the Reserve will wait, attacking only to gain back lost objectives and some breathing space.

Summation

FORTRESS EUROPA presents a constant challenge to both players, especially to the German, who, although he has an excellent army, is completely outgunned in strategic resources. The double impulse movement system and the powerful Allied advantage in the air mean that he cannot win, as he did in D-DAY, merely by constructing a 3-1 attack-proof line. Instead, he must try to anticipate the Allied thrusts and shift his dispositions to meet them, all without unbalancing the line and leaving an easy breakthrough in another sector. A German victory, barring an Allied collapse on the beaches, will be earned. History can be reversed, and Germany preserved in FORTRESS EUROPA, but the German player faces an uphill struggle.

I would like to extend my thanks to Neil Montgomery, without whose excellent play and thoughtful criticism this article could not have been written.

☆

FLYING CAP

Playing *FORTRESS EUROPA* By Mail

by Don Eisan

Don was another FORTRESS EUROPA playtester. He is also an AHIKS bigwig and an avid PBMer. After much discussion, Don and I finally agreed on the following PBM system for the game, which is now the "Official PBM System". A PBM Kit will be available shortly, so look for an ad in the next issue.

The phrase "put a little excitement in your life" would make a good commercial for *FORTRESS EUROPA*. The game is a roller coaster ride without a safety bar, with more ups and downs than the elevators at the World Trade Center and the momentum as fickle as Texas weather. Just when you think things are going according to plan, something will happen to bring on a fit of depression. It is a game in which the attacker must think defense and the defender must think offense. It is indeed the EPIC STRUGGLE advertised on the box.

The campaign game is a real gem. Beautifully balanced, it offers all the problems and conditions faced by both sides over the course of the entire conflict. While the scenarios offer an easy way to get into the play of the game, it is the campaign game that introduces all the planning and logistics that are the heart of the game.

Unless the Allied player runs into a disaster in the first few turns, the game will often run into 1945. This will become particularly true as each player begins to realize that giving up each time the situation looks desperate is not the thing to do. The game has a remarkable way of rebounding.

With the possibility of the game lasting thirty turns or more, it was only natural to think about the PBM aspect of the game. The problems, of course, were to overcome the extra mailings that would be required by the double impulse movement system and the air system. In a recent *GENERAL* article, Tom Oleson offered several fine methods for handling the first and second impulses together. This article will offer still another method that even eliminates any necessity for a pre-mailing of the first impulse.

PBM Rules

The following rules replace the corresponding rules in the rulebook for PBM play.

4.1 The German player allocates his aircraft on the AMC.

4.2 The Allied player rolls the die at the beginning of each turn and refers to the Weather Chart. The 'Weather' marker may be used to keep track of that turn's weather. The Allied player allocates his aircraft on the AMC. The Allied player removes German aircraft that are cancelled by Allied aircraft, removing the cancelling Allied aircraft at the same time. If the weather is not 'Clear', all German aircraft assigned to the AMC this turn are returned to the available column of the German TAC Availability Chart.

17.5 German TAC may operate within 8 hexes of any German headquarters.

17.7 The German player has aircraft available each month according to the PBM German TAC availability Chart. The first number is the total number of aircraft available for the entire month. The second number is the maximum number of aircraft that can be used in one turn during the month. German aircraft used offensively can only be used for Ground Support Missions. Each month, available German aircraft should be placed in the available column on the German Availability Chart. When used, the aircraft are moved to the used column. Aircraft not available for that month should be kept off-board. German TAC cannot be accumulated from month to month.

PBM German TAC Availability Chart

June	11(4)
July	14(6)
August	14(6)
September	8(4)
October	8(4)
November	8(4)
December	12(7)
January	12(9)
February	12(9)
March	4(4)

17.9 *Aircraft Mission Procedure—*

17.9.1 The German player places any aircraft he chooses to use this turn on the AMC within the rules of 17.5 and 17.7. These German air units are considered to be flying CAP for that specific mission. German aircraft that will fly the German Ground Support mission are not placed at this time. They are placed on the AMC at the beginning of the German player turn, and then on the mapboard during combat.

17.9.2 The Allied player allocates his aircraft units on the AMC using each aircraft during each 'Clear' weather turn. The Allied player may allocate aircraft to any mission which the German player has not allocated aircraft to. If the Allied player wishes to allocate aircraft to a mission which the German player has allocated CAP to, he must first cancel *all* the German aircraft flying CAP for this mission on a one for one basis. The Allied player removes his cancelling Allied aircraft, removing the cancelled German aircraft at the same time. Remaining Allied aircraft may then be allocated on the AMC to these missions or any other missions to which no German aircraft were assigned. Allied aircraft may not be allocated to any mission where all German aircraft flying CAP for this mission have not been cancelled.

17.9.3 German aircraft still on the AMC remain on the AMC for the rest of the turn. Allied aircraft on the AMC now perform the missions to which they are assigned. Unused German aircraft remain on the German TAC Availability Chart. They may be used at the beginning of the German player's turn to fly the German Ground Support mission.

17.10 *Types of Aircraft Missions*

17.10.1 *Strafing—TAC only. Procedure:* Each unit the German player wishes to assign to fly CAP for this mission is placed on the AMC. Up to three units may be assigned to fly CAP for this mission each turn. If the Allied player wishes to allocate aircraft to the Strafing mission, he must first cancel all the German aircraft flying CAP for this mission (if any) on a one for one basis, by allocating a equal number of air units, and then removing all the cancelled and cancelling aircraft. The Allied player may then allocate any other remaining aircraft to fly this mission. *Effect.* Every German unit that moves over three hexes (including rail movement) and is at any time in TAC range during the first impulse is subject to strafing. Units attempting to move over three hexes must each roll the die. If the result is greater than the number of strafing aircraft they move normally. If the die roll is equal to or less than the number of strafing aircraft, the unit takes one combat loss and ends its movement in the third hex it entered, or the first hex in TAC range over three hexes it entered, whichever came first.

17.10.2 *Ground Support—TAC only. Procedure:* Each unit the German player wishes to assign to fly CAP for this mission is placed on the AMC. The German player may assign any number of available aircraft to fly CAP for this mission each turn. If the Allied player wishes to allocate aircraft to the Ground Support mission he must first cancel all the German aircraft flying CAP for this mission (if any) on a one for one basis, by allocating a equal number of air units, and then removing all the cancelled and cancelling aircraft. The Allied player may then allocate any other remaining aircraft to fly this mission. No more than three Allied aircraft can support the same combat. *Effect:* Each aircraft assigned to a combat raises the odds by one column.

17.10.3 *Railway Attacks—SAC only or SAC and TAC together (TAC may not be used by itself). Procedure:* Each unit the German player wishes to assign to fly CAP for this mission is placed on the AMC. Up to two units may be assigned to fly CAP for this mission each turn. If the Allied player wishes to allocate aircraft to the Railway Attacks mission he must first cancel all the German aircraft flying CAP for this mission (if any) on a one for one basis, by allocating a equal number of air units, and then removing all the cancelled and cancelling aircraft. The Allied player may then allocate any other remaining aircraft to fly this mission. *Effect:* Each Allied aircraft unit reduces the German rail movement capacity by two. If the Allied player does not cancel all German aircraft flying CAP for this mission, German rail movement is increased by two for each German aircraft flying CAP for this mission.

17.10.4 *Bridge Attacks—SAC or TAC. Procedure:* Each unit the German player wishes to assign to fly CAP for this mission is placed on the AMC. The German player may assign any number of available aircraft to fly CAP for this mission each turn. If the Allied player wishes to allocate aircraft to the Bridge Attacks mission he must first cancel all the German aircraft flying CAP for this mission (if any) on a one for one basis, by allocating a equal number of air units, and then removing all the cancelled and cancelling aircraft. The Allied player may then allocate any other remaining aircraft to fly this mission. *Effect:* No rail movement is allowed across sections of rivers attacked. During the first impulse, all non-armored units must stop on the first hex across the river; on the second impulse they are not affected. During both impulses, armored units wishing to cross attacked rivers must stop on the hex before crossing the river and roll on the River Crossing Chart (located on the mapboard). *(See Appendix)*

17.10.5 *Attacking German Replacements*—SAC only. *Procedure:* Each unit the German player wishes to assign to fly CAP for this mission is placed on the AMC. The German player may assign any number of available aircraft to fly CAP for this mission each turn. If the Allied player wishes to allocate aircraft to the Attacking German Replacements mission he must first cancel all the German aircraft flying CAP for this mission (if any) on a one for one basis, by allocating a equal number of air units, and then removing all the cancelled and cancelling aircraft. The Allied player may then allocate any other remaining aircraft to fly this mission. *Effect:* Each Allied aircraft unit reduces the German replacement rate by one, with armored replacements being the first factors lost. If the Allied player does not cancel all German aircraft flying CAP for this mission, the German replacement rate is increased by one for each German aircraft flying CAP for this mission (this can be an armored replacement).

17.10.6 *U-Boat Attack*—SAC only. *Procedure:* If the German player wishes to assign a unit to fly CAP for this mission it is placed on the AMC. Only one unit may be assigned to fly CAP for this mission each turn. If the Allied player wishes to allocate aircraft to the U-Boat Attack mission he must first cancel the German aircraft flying CAP for this mission (if any) on a one for one basis, by allocating one air unit, and then removing both the cancelled and cancelling aircraft. The Allied player may then allocate any one other remaining aircraft to fly this mission. *Effect:* If the Allied player does not allocate SAC to this mission, the Americans lose half their replacement factors for that turn (rounding the remaining factors down). Armored factors are the first factors lost. If the Allied player does not cancel a German aircraft flying CAP for this mission, the Americans lose all their replacement factors for that turn. When all six U-Boat bases have been captured, the German player can no longer assign aircraft to fly CAP for this mission, and SAC no longer has to be allocated to this mission and no replacements are lost.

17.10.7 *V1 Site Attack*—SAC or TAC. *Procedure:* If the German player wishes to assign a unit to fly CAP for this mission it is placed on the AMC. Only one unit may be assigned to fly CAP for this mission each turn. If the Allied player wishes to allocate aircraft to the V1 Site Attack mission he must first cancel the German aircraft flying CAP for this mission (if any) on a one for one basis, by allocating one air unit, and then removing both the cancelled and cancelling aircraft. The Allied player may then allocate any one other remaining aircraft to fly this mission. *Effect:* If the Allied player does not allocate aircraft to this mission, the British lose half their replacement factors for that turn (rounding the remaining factor down). Armored replacements are the first factors lost. If the Allied player does not cancel a German aircraft flying CAP for this mission, the British lose all their replacement factors for that turn. When all six V1 Sites have been captured, the German player can no longer assign aircraft to fly CAP for this mission, and aircraft no longer have to be allocated to this mission and no replacements are lost.

17.10.8 *Counter-Air Mission*—TAC only. *Procedure:* The Allied player may assign any number of aircraft to this mission by placing the units on the AMC. The German player may assign any number of aircraft to this mission (this being the German Ground Support mission) at the beginning of his turn. *Effect:* Each Allied unit flying this mission cancels one German unit flying this mission. Uncancelled German units flying this mission may be used for Ground Support as per rule 17.10.2 during German first impulse combat.

17.11 On turn one (June I), the air rules in the rulebook are unchanged. From turn two (June II) till the end of the game, the preceding rules replace the corresponding rules in the rulebook.

Up to this point everything that we have covered works just as well for both FTF play and PBM. What we are about to cover is applicable only to PBM. This is a system that allows the phasing player to complete his first impulse movement and combat and then proceed to the second impulse without necessitating a first impulse mailing.

Systems designed to permit game players to play their games by mail require a certain amount of honesty on the part of the players. Any system can be tampered with and beaten, but with this method, the amount of work it would take to fudge the results would not be worth the effort. Furthermore, the resulting shuffling of the units would soon become obvious. Note that with some modifications, this method could also be used for other games with a first impulse combat situation like *RUSSIAN CAMPAIGN*.

This method will work with whatever source you are currently using to arrive at random die results. For our purposes we shall use the stock market results. You may wish to agree in advance on a minimum number of shares traded to be valid. You then prepare five envelopes labeled on the outside from 0 thru 4. Inside each envelope you put a slip of paper with a different letter of the alphabet. You seal the envelopes and mail them with your move. You also pick a stock date in advance of the time he will receive your letter. If you wish, you can use folded slips stapled or taped together in place of envelopes. Just so long as the letters inside are not visible.

The procedure for resolving your first impulse combat is as follows. After your first impulse movement has been recorded you list all your combat for that impulse in alphanumeric order according to the hex being attacked. In other words, you would list an attack on B-9 before you would list your attack against C-7. You can also note any attacks that you wish to have the combat results applied to in a different sequence than they are listed. This would be true in cases where units are surrounded or you may be trying to retreat in a given direction. This is fine just as long as the die results are used in a purely ascending sequence based on the hex number being attacked.

As you list each combat situation, you also cross reference the hex ID on the hex value chart included with this article. This is accomplished by checking the alphabet letter in the hex with the last digit of the number of hex. This gives you a hex value. Record this number after the odds on your combat sheet. Should one of your attacks be made against two or more hexes just add this hex value together and record the total.

When all your combat for the first impulse has been recorded, go back and multiply the hex value by the odds of your attack. Always use the highest value as expressed in your odds for this multiplication. For instance, both 3-1 and 1-3 odds would be multiplied by 3 against the hex value. You do this for each attack. After all your attacks are computed, add the totals together. It will be easier if you ignore all but the unit positions when adding these results together. You then divide by five and any remainder is the envelope number you open.

You can increase the level of security by adding more envelopes. Or you may wish to reduce the number of envelopes. Any number of envelopes can

HEX VALUE TABLE

Last digit in hex number.

Letter in Hex	1	2	3	4	5	6	7	8	9	0
A	3	5	2	4	1	3	5	2	4	1
B	7	9	6	8	2	7	9	6	8	2
C	4	1	3	5	9	4	1	3	5	9
D	6	8	2	7	3	6	8	2	7	3
E	5	9	4	1	8	5	9	4	1	8
F	2	7	3	6	4	2	7	3	6	4
G	1	8	5	9	3	1	8	5	9	3
H	6	4	2	7	5	6	4	2	7	5
I	9	3	1	8	4	9	3	1	8	4
J	2	7	5	6	1	2	7	5	6	1
K	8	4	9	3	7	8	4	9	3	7
L	5	6	1	2	9	5	6	1	2	9
M	3	7	8	4	6	3	7	8	4	6
N	1	2	9	5	8	1	2	9	5	8
O	4	6	3	7	2	4	6	3	7	2
P	9	5	8	1	3	9	5	8	1	3
Q	7	2	4	6	5	7	2	4	6	5
R	8	1	3	9	4	8	1	3	9	4
S	6	5	7	2	1	6	5	7	2	1
T	3	9	4	8	7	3	9	4	8	7
U	2	1	6	5	9	2	1	6	5	9
V	4	8	7	3	6	4	8	7	3	6
W	5	9	2	1	8	5	9	2	1	8
X	7	3	6	4	2	7	3	6	4	2
Y	8	1	9	5	3	8	1	9	5	3
Z	4	6	8	7	9	4	6	8	7	9

Note: Use A for AA, B for BB etc.

be used as long as you remember to divide by the number you are using.

When the envelope has been opened, it will give you the letter to use for a starting position on the stock listing for the day chosen. The remaining envelopes are returned unopened to your opponent. Each used envelope is replaced with a new one on the following turn. After you have recorded all your die results and have completed your first impulse combat you can go ahead and make your second impulse movement and then list your second impulse combat in the normal fashion. This is all mailed to your opponent for him to resolve the second impulse combat and verify the first impulse results.

Example: Suppose you are making three attacks. An attack at 3-1 against F12, another at 5-1 on G13 and finally a soakoff of 1-4 against units on I11. By using the chart we find the hex value of F12 is 7, G13 is 5, and I11 is 9. We now multiply $3 \times 7 = 21$, $5 \times 5 = 25$, and $4 \times 9 = 36$. We add together $21 + 25 + 36 = 82$. We divide 82 by 5 and find we have a remainder of 2. We open the envelope number two. If the envelope that was opened contained the letter 'S', you would find the first stock listed under the 'S's that was a valid stock to be used in resolving your combat. You would then proceed in order to apply the die results to the first impulse combat situation.

Whatever air rules you choose to use or whatever environment you play the game in, be sure to give *FORTRESS EUROPA* a try. I think you will find it one of the most challenging and enjoyable games you have ever played. A mark of a truly good game is to have played both sides in the game and still not know which side has the hardest time of it. That's *FORTRESS EUROPA!*

Finally, there is one minor point I would like to mention. There is one optional rule that I feel needs to be used as part of the basic rules. This is rule 31.14. *Bremen-.*Allowing the Allied player the use of this port creates a distortion in the play of the game. It tends to channel everything through the lowlands and cancels out any threat of a "Wacht Am Rhein" offensive.

☆

DESIGN ANALYSIS

FORTRESS EUROPA ERRATA AND CLARIFICATIONS

by Alan R. Moon

Rule 5.6—add "EXCEPTION: *See 8.2.*"

Rule 9.1, F)—add "frozen" between "attack" and "German"

Rule 11.4, B)—delete

Rule 11.4, C)—should read "B)"

Rule 12.10—add "Mountain units are considered to be infantry units for invasion capacity purposes."

Rule 12.11, line 7—delete "or sea movement"

Role 17.9.1, last line—should read "'Clear' weather turn."

Rule 17.10.1, first line—insert the word "German" between the words "Any" and "unit"

Rule 17.10.4, last line—add "(located on the mapboard)" between "Chart." and "(See Appendix)"

Rule 17.10.6, fifth and sixth lines— "(rounded down)." should read "(rounding the remaining factors down). Example: A replacement rate of three would become one."

Rule 17.10.7, fifth and sixth lines—"(rounded down)." should read "(rounding the remaining factors down). Example: A replacement rate of three would become one."

Rule 17.10.9—add "on the first impulse."

Rule 18.3, line seven—delete "or rail line."

Rule 18.7.11, line 9—the last word should read "unit"

Rule 19.9—add "or Storm*."

Rule 20.4, last sentence—should read "Even if less than three paratroopers drop, this would count as one drop towards the maximum of five drops per game."

Rule 22.1, second and third line—add "invadable" between "invadable" and "beach"

Rule 27.5—add "A player can never have more replacements that can be armor replacements than can be infantry replacements. Example: A player has five replacements, all of which can be armor—5(5). If he takes one infantry replacement, his remaining replacements are 4(4). If he takes five infantry replacements, his remaining replacements are 0."

Rule 28.3 A)—add "Example: A replacement rate of 4(2) would become 4(0)."

Rule 28.4, second sentence—should read "They may be placed in any German controlled city or cities in Germany, or any east map edge hex/es more than three hexes from any Allied units."

Rule 29.5, first line—the first "Storm*" should read "Storm"

Rule 30.4—add "Paratroopers that land in an enemy occupied hex must eliminate or retreat all enemy units to control, destroy, or capture this hex."

Rule 31.4—add "In addition, American replacements may be used to replace French units."

Rule 31.8, line 7—the first word should read "first"

Rule 31.9, second line— "(June III)" should read "(June II)"

Rule 31.11, fourth and fifth lines—add "is" between "Reserve" and "brought"

Rule 31.13, second line—add "German controlled" between "a" and "city"

Rule 31.13, third sentence—should read "Training divisions may invert and headquarters may invert in place in one turn; this is an exception to 13.2."

Rule 31.15—the Theo Korner Infantry Division is a 3-3, not a 3-1 as shown.

Rule 33.4.5, second line—add "150" between "SS" and "armor"

The German 19 Panzer division counter has an incorrect setup coordinate; it should be an 'N', not a 'W'.

The 3 Allied Ranger regiment counter should be the 5 Allied Ranger regiment, as shown on the Allied OB (At Start).

The British 79 Armor division substitute counters should be marked '79'.

On the German TAC Availability Chart, the March figures should read 4(4) and not 4(3) as shown.

On the German OB Charts, the following LW paratrooper units have an MF of 4, not 3 as shown: 6 division (At Start—A), 7 division (10), Heyte regiment (13), and 8 division (14).

The following Note was left off the TEC—"The U-Boat bases are not necessarily the hex in which the symbol appears. The U-Boat bases are Brest, Lorient, St. Nazaire, La Rochelle, Bordeaux, and Toulon."

On the TEC, under the Effect On Combat column of the Port/City/Fortress row, add "Defending Units Doubled".

The 79th armor division substitute counters should be noted as British units on the Allied OB Chart #2. The Paris Garrison counters should be noted as French units on the Allied OB Chart #2.

Rule 17.4 Clarification—Allied aircraft on the Strafing mission on turn one do affect German units that move on turn one, since this will be during the German turn.

Rule 25. Clarification—A Volkssturm unit may not be withheld when an Allied unit moves within three hexes of a German city; the unit must appear if one is available.

OPTIONAL RULES FOR FORTRESS EUROPA

by Don Eisan, Richard Hamblen, and Alan R. Moon

OPTIONAL AIR SYSTEM

Since the game's publication, we have been experimenting with mechanics for a PBM air system. What developed were several interesting systems, many of which added new dimensions to the air operations and the game. The official PBM system, *FLYING CAP,* in this issue was chosen because it changed the basic rules as little as possible and was adequate in terms of balance and ease of play.

In the basic rules, the German player is required to commit any of his air units to ground support before he knows the positions of the two forces on the board, since the Allies have two impulses to alter the situation before the German turn. This often caused a stilted Allied turn as the Allied player often went into a protective huddle on his second impulse to prevent a successful German counterattack, when the German player had assigned air to ground support. This problem is overcome by allowing the German player to commit his air units to ground support at the beginning of his turn in both the PBM rules, *FLYING CAP,* and the Optional Air System.

The Allied player can counter this threat to some extent by holding back some of his air to place on the counter-air mission. This is another benefit to the game, as the counter-air mission is used only rarely in the basic game.

These two new air systems also allow for increased German rail movement, for an increased German replacement rate, and for decreased Allied replacement rates. In addition, allowing the German player to fly his air as CAP over specific targets has introduced some new tactical and strategic considerations to the game. Strafing, ground support, and bridge attacks now require even more planning than before. The result is more emphasis on the air system; the part of the game that is the most fun in the first place.

This is a slightly more complex and involved system. However, while the role of the air units has been enhanced, the simplicity of the abstract approach has been maintained. German air units are now placed on the AMC and then moved to the mapboard. The Allies can then cancel as many of these as they wish; they do not have to cancel all the German units flying CAP for a mission to fly their own aircraft on the same mission. However, the uncancelled German aircraft reduce the effects of Allied air missions in some instances. The effects of each Allied aircraft (except as modified by uncancelled German aircraft on the mapboard) are the same as the rulebook.

These rules are mainly for use with the PBM rules, *FLYING CAP,* though they can be modified for use with the basic rules. They replace the corresponding rules in *FLYING CAP.*

OPTIONAL GERMAN TAC AVAILABILITY CHART

June 9(4)
July 12(6)
August 13(6)
September 7(3)
October 6(3)
November 6(3)
December 10(7)
January 12(9)
February 12(9)
March 4(4)

1. The Strafing Mission—The German player places the aircraft on the mapboard in any hex with a German HQ unit. No more than one unit may be placed in any one hex, even if the hex has more than one HQ unit. Each German unit that must roll for strafing can add 1 to this die roll for each uncancelled German unit within TAC range.

2. Ground Support Mission—The German player places the aircraft on the mapboard in any hex with a German unit. No more than four units may be placed in any one hex. Each uncancelled German unit subtracts one from any attack die rolls against the hex.

3. Railway Attacks Mission—The German player places the aircraft on the mapboard in either (or both) Lyon and Metz, provided these cities are German controlled. No more than one unit may be placed in each city. Each uncancelled German unit increases the German rail movement capacity by one.

4. Bridge Attacks Mission—The German player places the aircraft on the mapboard on a section of a river. No more than one unit may be placed on any section of river. The Allied player must place two aircraft units on any section of a river that is protected by German aircraft flying CAP.

5. Attacking German Replacements Mission—The German player places the aircraft on the mapboard in either (or both) Dusseldorf and Karlsruhe, provided these cities are German controlled. No more than one unit may be placed in each city. Each uncancelled German unit may be placed in each city. Each uncancelled German unit increases the German replacement rate by 1(1).

6. U-Boat Attack Mission—The German player places the aircraft on the mapboard in any German controlled U-Boat Base. No more than one German unit may fly this mission. If a German aircraft assigned to this mission is not cancelled, the Americans lose all their replacements for this turn.

7. V1 Site Attack Mission—The German player places the aircraft on the mapboard in any German controlled V1 Site. No more than one German unit may fly this mission. If a German aircraft assigned to this mission is not cancelled, the British lose all their replacements for this turn.

ADVANCED AIR SYSTEM

The Advanced Air System adds yet another facet to the air game. At the beginning of each month, German air must be assigned to either the Western Front or Germany. Planes assigned to the Western Front can be used to perform any mission. Planes assigned to guard the homeland can only be used to protect the oil factories and reserves.

The Allied player must temper his turn-to-turn strategy with long range goals. He can assign all his air to missions at the front in an attempt to make territorial advances. However, if he does this for too many turns, this will allow the German player to build up his fuel reserves. The placement of SAC aircraft becomes the Allied player's single most important decision each turn.

These rules introduce even more decisions for both players. They reflect the importance of the German oil factories and fuel dumps, and recreate the bombing of these targets more realistically within the game system. One more SAC aircraft unit is added as well as another mission which Allied SAC bombers can fly.

These rules are mainly for use with the basic air rules, though they can be modified for use with the PBM air rules, *FLYING CAP,* and/or the Optional Air System. They replace the corresponding rules in the rulebook. And if this still isn't enough, a few variations of these rules are added on at the end.

17.1 Aircraft can only fly on 'Clear weather turns. EXCEPTION: On turns when the weather is not 'Clear', from June II to Sep IV, the Allied player has 3 SAC aircraft available and the German player has 2 NF available. Beginning with the Oct I turn, *no* aircraft are available on non 'Clear' turns.

17.3 SAC have unlimited range and may attack anywhere on or off the mapboard.

17.6 The Allied player has twelve aircraft available each turn—five SAC (the extra SAC is another Allied 8th) and seven TAC. The German player has seven aircraft available each turn from June I to Sep IV—five TAC and two NF (Night Fighters). The German player has eight aircraft available each turn from Oct I to March I—five TAC and three NF. However, each German aircraft uses one fuel each turn it flies and aircraft may only fly when fuel is available.

17.7 The German player has two Fuel Tracks (and a marker for each)—the Production Track and Reserves Track. At the beginning of the game, the Production Track marker is set at '7' and the Reserves Track marker is set at '30'. (Players will need to make these markers.)

17.7.1 At the beginning of each month, the German player increases his Reserves Track marker by a number equal to the Production Track marker's current level.

17.7.2 Each turn non-cancelled Allied aircraft are flying the Attacking German Fuel Mission, the German Production Track marker is reduced by one. Each turn Allied aircraft are not flying the Attacking German Fuel Mission (or all Allied aircraft flying this mission are cancelled), the German Production Track marker is increased by one.

17.7.3 The German Reserves Track marker is reduced by one for each German aircraft that flies each turn.

17.9.1 At the start of each month, the German player allocates his aircraft to either the Western Front box or the Germany box. German aircraft may only be switched between the Western Front and Germany boxes at the beginning of each month; they may not be switched during the month. NFs *must* be placed in the Germany box.

17.9.2 The Allied player allocates his aircraft on the AMC using each unit during each clear weather turn. The German player then allocates any aircraft he chooses to use (if he has fuel remaining) this turn on the AMC within the rules of 17.7. Aircraft assigned to the Western Front may fly any mission except the Attacking German Replacements mission or the Attacking German Fuel mission. Aircraft assigned to Germany can only fly the Attacking German Replacements mission the Attacking German Fuel mission.

17.10.10 Attacking German Fuel—SAC only. *Effect:* Each aircraft reduces the German Fuel Track marker by one.

ADVANCED AIRCRAFT MISSION CHART

Western Front

Germany

NFs must be placed here.

Type of Mission	Allied Aircraft	German Aircraft
Strafing TAC only.		
Ground Support TAC only.		
Railway Attacks SAC only or SAC and TAC together.		
Bridge Attacks SAC or TAC.		
U-Boat Attacks SAC only.		
V1 Site Attacks SAC or TAC.		
Counter-Air TAC only.		German Ground Support
Carpet Bombing SAC only.		

Type of Mission	Allied Aircraft	German Aircraft
Attacking German Fuel SAC only.		
Attacking German Replacements SAC only.		

German Fuel Production Track

1	2	3	4	5	6	7 at start	8
9	10	11	12	13	14	15	

German Fuel Reserves Track

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25	26	27	28	29	30 at start	31	32
33	34	35	36	37	38	39	40

1. The Allied player has eleven aircraft available each turn—five SAC (the extra SAC is another Allied 8th) and seven TAC.

2. The German player has seven aircraft available each turn from June I to Sep IV—five TAC and two NF (Night Fighters). The German player has eight aircraft available each turn from Oct I to March I—five TAC and three NF. However, each German aircraft uses one fuel each turn it flies and aircraft may only fly when fuel is available.

Variations

1. Roll for weather twice, once for the Western Front and once for Germany. Note, however, how this will favor the Allied player who can use his SAC in either area, while the German player may not switch his aircraft between the areas once committed at the beginning of each month.

2. Allow the German player six TAC aircraft on the turn the Panzer Reserve is brought back and the turn immediately following. In addition, allow the German player to switch his aircraft units (including NFs) from the Germany box to the Western Front box and back again during these two turns.

3. Allow the Allied player six SAC aircraft each turn, not five.

Real Air Designations:

American 8th SAC—1st, 2nd, and 3rd Bomber Divisions
American 9th TAC—97th, 98th, and 99th Divisions
British 2nd TAC—2nd, 83rd, and 84th Air Groups

THE FUNNIES

Now, some of you may have been wondering why the game has substitute counters for the British 79th Armor Division. Well, here's the answer.

The British 79th Armor Division was quite unlike any other armor division that saw action in the war. It was made up of special armored units such as bridge and ramp carriers, carpet layers, mine clearers, personnel and store/ammunition carriers, amphibious tanks, searchlight tanks, and flame thrower tanks.

These vehicles rarely had the regular tank weapons. They were used to perform special functions at special times or in special situations. To relfect these special functions in the game, use the following rules for the 79th substituted counters: The 79th 1RE (1st Royal Engineers) Brigade, 1st Brigade, and 30th Brigade.

1. If these are on river section hexes where bridges have been destroyed, units may cross rivers normally at these hexes.

2. If these units are attacking across a river, all attacking units (including itself) in the same hex have their combat factor doubled.

3. If these units are attacking a city or fortification, the Allied player may add one to the die roll.

4. The 79th may be brought up to full strength at the beginning of the game by reducing two other British armor divisions. The 79th may then break down into its substitute counters. Each of these units may be used during the first invasion. Each may stack free and each adds one to the die roll during first impulse combat (this includes adding more than one to a stack and combat).

THE ISLE OF JERSEY

1. The Isle of Jersey exists in hex I4. The land part of the hex is clear terrain.

2. It is considered part of the 7th Military District. German units can be setup in this hex.

3. The Allies may consider this hex part of a continuous line of hexes for invasion purposes if any of the following hexes are also invaded; G5, H5, I6, J5, J4, J3, or K3.

4. German units may move from H5, J4, or J3 to the Isle of Jersey and visa versa. However, units that perform this move may not otherwise move that impulse. Allied units may not move onto the Isle except during an invasion, a raid, or a paradrop. Allied units on the Isle must use sea movement (this counts against their sea movement capacity) to leave the Isle. The Isle is considered a friendly port for this purpose. Once the Isle is Allied controlled, German units may not move onto the Isle for the rest of the game.

5. The Allies may not place a Mulberry within two hexes of the Isle of Jersey if it is German controlled.

6. During combat, units that are forced to retreat are eliminated instead.

LOWLANDS MOVEMENT

Non-armored units may move between hexes BB4 and CC4, BB5 and CC5, and CC4 and DD3 as long as such a move is not into enemy ZOC.

ALLILED RAIL MOVEMENT

The Allies may use rail movement along all non-German controlled rail lines. They may move one unit by rail per turn. Rules 10.2—10.7 apply.

COMBINING REDUCED UNITS

1. Two reduced units of the same type (or one reduced unit and one one-step unit) may be combined. Both units must be in supply, out of enemy ZOC, and in the same hex. Both units and the unit they combine to form may not move that turn.

2. At the beginning of the turn, the player must announce he will be combining two units in a hex. At the end of the turn, the two units become one full-strength, two step unit. The player may choose which full-strength unit the two units will combine into when two reduced units are being combined. Note that when one reduced unit and one one-step unit combine, there is no choice. Two one-step units may not combine.

EXITING ALLIED UNITS

1. The Allied player may exit armored units (that are in supply) off the east edge of the board. They may not exit from hexes in enemy ZOC.

2. Exited units may not return or be used as replacements or reinforcements.

3. The Allied player must be able to trace a supply line leading off the east edge of the board for each exited unit at all times. Exited units do count against the SC.

4. For each step the Allied player exists off the board, the German player must permanently remove one step from the game (may be any type of unit). These units may not be used as replacements or reinforcements.

5. If at any time after exiting units, the Allied player no longer has a supply line (leading off the east edge) or the SC for exited units, all units out of supply lose one step (these lost steps or units may not be replaced or be used as replacements). When the number of exited Allied steps is reduced in this manner, the German player may bring back steps he has removed in accordance with rule 4 that are now in excess of his required removals. These units may

enter the game like normal reinforcements on the following German turn.

6. If at the end of any turn, the Allied player has exited twenty-five steps worth of armored units off the east edge, the game ends immediately and the Allied player wins.

ALLIED FUEL RESTRICTIONS

The Allies cannot automatically move armored units during the second impulse. They can only move a number of armored units equal to the excess amount of SC they have. Other units are not affected.

Dirty Weather Cruising

Weather Rules for AH's MIDWAY

By L. 'Dooner' Ross with Scott Tyrer and Kennedy Self

It was early June of '42 when Admiral Fletcher paced the flight deck of the carrier *Yorktown*.

250 miles north of Midway Island, he lay in ambush, waiting for the Imperial Japanese Navy to appear out of the west.

Nervous? To be sure.

The entire American carrier force in the Pacific, all that stood between the so far invincible Yamamoto and San Francisco or even Panama, was committed to waiting in mid-ocean.

Perhaps Fletcher didn't know it but his fleet was beating time to the tune of musicians from the once mighty battleship *California*. With their ship destroyed in 'the day of infamy' that enveloped Pearl Harbor just seven months before, these former clarinetists and drummers had turned their musicians' sense of rhythm and pattern to code breaking. Among other accomplishments, their skill in breaking the Japanese Admiralty's codes would later lead to the interception of Admiral Yamamoto's plane. But today it pointed Fletcher north to the cold waters around Midway.

It would be a desperate gamble. Carriers *Hornet*, *Yorktown* and *Enterprise*, escorted by a small cruiser arm, and supported by a crazy quilt airforce from Midway pitted against the much larger and better balanced Japanese fleet.

Practically the sole American advantage was the element of surprise provided by the code-breakers.

But were the intercepted battle plans for real? Some at CINCPAC HQ were sure the plans had been planted to lure the American carrier fleet away from yet another stunning Japanese feat of arms elsewhere in the vast Pacific.

While Fletcher continued his pacing he learned that the initial stages of the Japanese plan were unfolding as predicted: attacks on American possessions in the Aleutians; and the approach of invasion transports from the south-west. But where were the carriers?

The bandsmen's interceptions predicted their approach from the north-west. But Midway-based PBYs came back empty handed or frustrated by the presence of a major storm in that vital search sector.

A storm front.

Not a hurricane. Just a mass of rain squalls, low ceilings, poor visibility and generally poor flying weather.

Turn your mind now to modern day Fletchers, cruising around the AH Search Board delighting in the picture-postcard weather. He throws his searches out as far as he wants. The PBYs send back perfectly accurate reports every time.

Where is the tension for Fletcher today? With mathematical precision he can narrow down the approach routes of the harried I.J.N. Commander. Once spotted it is practically impossible to escape a determined American search pattern. Yet only one month before Midway took place Fletcher's bombers had lost contact with the *Zuikaku*, screened by a rain squall, in the Battle of the Coral Sea. Four months after Midway the *Zuikaku* repeated this performance to escape damage in the Battle of the Santa Cruz Islands.

You've got to know where I'm heading by now. Add a little spice to your life.

Unload the sure-fire odds of those early searches.

Try a little DIRTY WEATHER CRUISING.

My playing partners, 'Admiral's Tyrer and Self, and I have evolved and playtested some weather rules for *MIDWAY*.

We recommend you try it once or twice. Like Fletcher in '42 those damned storms will give you at least one moment of anxiety in every game!

WHAT'S A STORM?

A Storm is assumed to be heavy cloud cover occupying all nine Zones in an Area.

HOW DO THEY OCCUR?

There is a 50/50 chance of a new Storm entering the Search Board every turn. The American Commander rolls one die. Odd numbers and a new Storm enters: even numbers and no new Storm.

WHERE DO THEY START?

Because the prevailing winds in that latitude are north-west all new Storms enter the Search Board in one of Areas A1, A2, A3, B1, C1 or D1. Whenever a new Storm is formed, one die is rolled. A '1' means it enters in Area A1; a '2' means A2; and so on.

DO THEY MOVE?

They sure do!

Each Storm moves on its own according to a separate die roll. Results of 1 through 6 correspond to moving the Storm one Area to the South, South-East, East, No Change, Disappear, and South-East (again).

The two chances out of six for a South-easterly move give you odds as good as the U.S. Weather Bureau enjoys in making your forecasts.

HOW MANY STORMS ARE THERE?

We let the die decide that.

To start the game we recommend that each Commander place his ships on the Search Board and make his first move. Then the weather should be operated about six times. This gives a Storm formed on the first die roll a chance to move out into the middle of the Board and makes room for some nasty weather on that crucial first day.

You needn't worry about your Search Board becoming totally 'socked in'. Storms that move off the Board are gone for good. If two Storms end their movement in the same Area we consolidate them into one for subsequent moves. And that old '5-Disappear' takes care of quite a few squalls, usually the same turn you thought they'd come in handy! (Have you ever cheered for the weather man? You will now!)

We operate the weather for each night turn as per usual but after moving the ships for the first morning turn we throw in two extra weather turns to give a new complexion to the board each dawn.

Sounds good so far, but . . .

WHERE ARE ALL THE CHARTS AND TABLES?

Mercifully there aren't any.

Read on, you're almost to the best part.

WHAT ARE THE EFFECTS OF A STORM?

i. *On ship movement:* no effect.

ii. *On readying AC:* no effect.

iii. *On transferring AC:* no effect.

iv. *On C.A.P.:* no C.A.P. may be flown over ships or Midway if covered by a storm. Fighters are assumed to need a much higher cruising altitude than the storm's ceiling would permit if they were to intercept effectively.

v. *On attacking targets covered by storms:* the low ceiling prohibits dive bomber attacks, but torpedo bombers may attack as per usual.

vi. *On Midway reduction attacks:* although the game allows torpedo bombers to participate in Midway reduction raids, they were loaded with bombs and functioned as medium level bombers. Consequently the low ceiling prohibits all A.C. from reducing the island if covered by a storm.

vii. *On attacking from a C.V. or the island covered by Storm:* no effect. The low ceiling would impede forming up after take-off but not enough to prohibit attacks being launched.

viii. *On searching:* this is where storms have their greatest effect. Any search ordered for an Area covered by a storm is reduced in its effectiveness from a nice clear report on all nine Zones to only three. The Commander ordering the search must specify which three Zones he is searching. His opponent replies as usual for only those three Zones. Vessels in the other six remain concealed.

OPERATING THE WEATHER

"So why would you ever call a search for an Area covered by a storm?", you ask. Sometimes you simply have to for tactical reasons that will be obvious to every Commander who has ever 'lost' contact with that big Japanese Carrier Group.

But usually it's because the weather takes you by surprise.

We move the storms *after* each Commander has called out his searches. Here's how:

The American Commander calls out his searches first.

They are recorded by the Japanese Commander, but he does not reply for the moment.

Then the Japanese Commander calls out his searches and the U.S. Commander records them.

And now comes that unpredictable element, the weather.

All storms on the Search Board are 'operated'. New Storms, if any are brought on. The weather has changed!

If any U.S. search Areas have become covered by storms, he must specify his three Zones, followed by the I.J.N. Commander.

Got it?

That's where the surprise comes. That storm you were sure would move south-east to cover the position of your isolated carriers moves south instead. The one you were lucky enough to hide in last turn suddenly rolls a '5' and disappears! Your search of a key Area is suddenly obscured: which are the three most likely Zones?

So save the picture post-card sailing for the wife and kids. Try a little DIRTY WEATHER CRUISING!

★

CROSS OF IRON SERIES REPLAY
THE NISCEMI-BISCARI HIGHWAY

German: Martin Anderson
American: Steve Spoulos
Commentator: Courtney Allen

This is Part Two. The scenario is from the Quick Play COI Scenario inserts in Vol. 17, No. 2 of THE GENERAL.

GERMAN TURN SIX:

Pre-Prep Fire/Movement Phase Comments

The American fifth turn brings confusion as to his motivation and gives me new hope just as I was about to write the game off. Having blown away both of my lines of advance, Steve suddenly reinforced his central reserve, and then, when I finally manage to break his squad in 4X1, he abandons it to me. He should have strengthened 4X1, not his central reserve! Since I cannot rally my squad in 4GG7 Steve is amply protected in the south; surrendering 4X1 to my limp attack made no sense.

My turn 6 strategy is simple; pickup 4X1, try to blow away Steve's central reserve and get in a position to rally squad B in 5Z8. Maybe something lucky will turn up. It better, as I only have two turns left and Steve still has his five original squads.

RALLY PHASE

Unit/Weapon	Hex	DRM	DR	Result
3	4V2	−1	6	Rallied
D	4GG7	0	8	No Effect

PREP FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
G,H, MMG, 2L	4AA4	20	+1	8	1	9
231/MG	4X8	2	+2	10	—	
231/Gun	4X8	6	+2	5	M	7

DEFENSIVE FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
5	4BB1	4	+1	7	—	
2	4BB1	8	+2	5	1	5 7
ATG#1	4BB1		+2	7	Miss	Acquired

ADVANCING FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
9-2,F 2 LMGs	4Z3	4	−1/+1	5	1/M	9 10

End of Turn Comments

Through a burst of favorable luck I break Steve's entire central reserve. I still may have a chance if I can finish them off in his turn.

GERMAN TURN 6
NEUTRAL COMMENTARY

With the failure once again of squad D to rally the German is certainly having problems in convincing his troops to return to battle. The American 3rd squad with Allan had no problem in rallying and sits waiting for the German to enter building 4X1.

I don't understand the AC's prep fire on Blumberg in 4X8. After two player turns of firing on the squad in 4Y9 the German switches to Blumberg. The only American unit preventing the German movement into the rear victory building in 4Y9 is the squad occupying it. Blumberg cannot, by himself, prevent any German movement toward the building. Therefore it would seem only logical that the squad would be the prime target. Even if one ig-

nores that fact, a simple comparison of the relative morale factors would indicate that the target with the best chance of failing its MC, once a result is obtained, would again be the squad in 4Y9. Because the chance of obtaining a MC, on either target hex is only 28% for the gun and 8% for the MG, this cannot be considered a major error. But if a result could be rolled and the squad failed its MC, the American would be in a very grave situation around building 4Y9.

The Prep Fire at 4AA4 was successful though the units in 4Z3 would have been a better target with the possibility of breaking not only a regular squad but a crew as well. The only other shortcoming in this turn, as I see it, is the failure of squad C to join Stahler in 5X10 during the Movement Phase and join in on the Advancing Fire on 4Z3. With the at-

tack result actually rolled, two additional factors would not have changed the outcome, but it would have increased the chance of a MC by 14%.

The American Defensive Fire of the ATG at the infantry targets in 4BB1 was not a risk worth taking. There is a 28% chance of breaking the gun every time it fires and only a 12% chance of getting a MC (including the "TO HIT") on an infantry target in woods. Once again the American is pressing his luck.

The choice not to advance into building 4X1 showed some good sense on the part of the German. From 5X10 Stahler will be able to direct fire at both 4AA4 and 4Z3 without subjecting itself to any Defensive Fire. The building itself can be entered for victory purposes on a later turn.
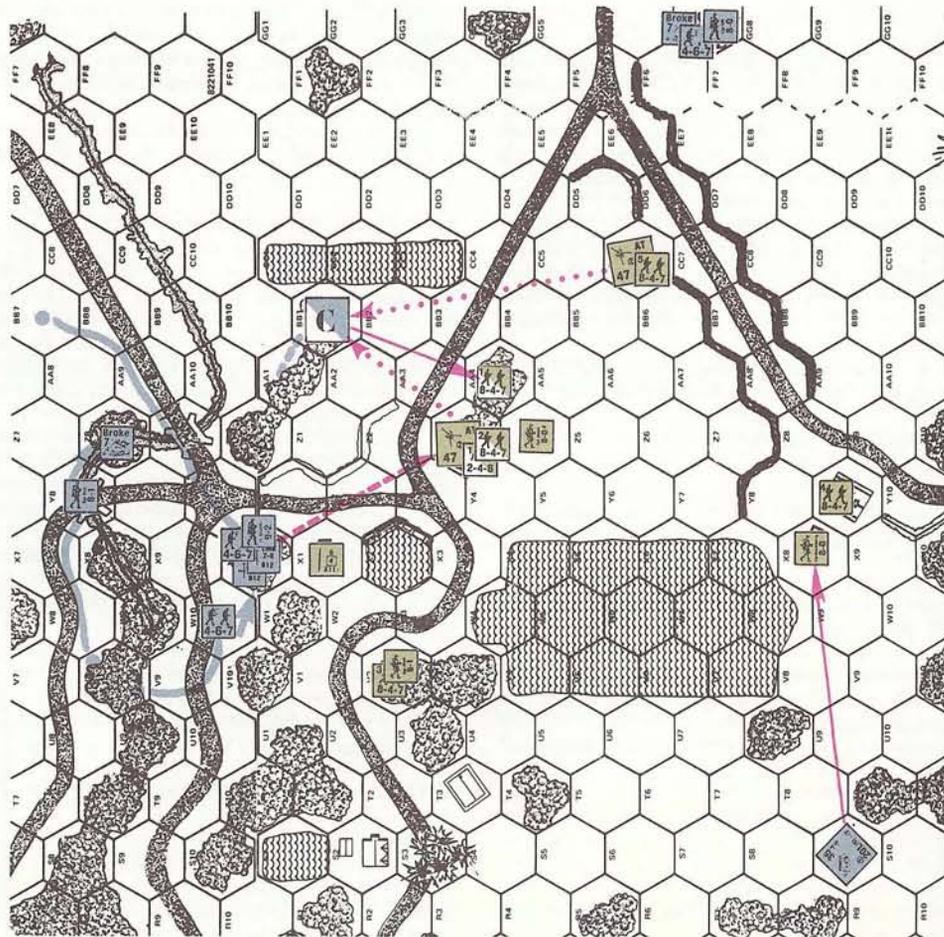
German Turn 6: Allan rallied his 3rd squad immediately, thus preventing an outright occupation of 4X1 by the cautious Stahler, but the German Prep and Advancing Fires cause major problems for the American. Firebase C, again using sustained fire, breaks 1st squad with a IMC while losing only one broken squad to the return Defensive Fire of the 2nd & 5th squads. The American's growing desperation is shown by the attack of the ATG on firebase C. Although it misses, it does acquire the target. However, this advantage is more than nullified by Stahler's Advancing Fire which breaks both the 2nd squad and the crew, thus completing the neutralization of the American's position in the central woods.

All game illustrations will be keyed in the following manner. Regular movement will be shown by solid lines of the side's respective counter color. Advance Phase movement will be shown by a solid arrow. Rout movement will be traced with dashed lines. All fire will be illustrated in red; Prep Fire with solid lines, Defensive Fire with dotted lines, and Advancing Fire with dashed lines. Units which are eliminated or broken during that player turn are only half (diagonally) colored. The American minefield is shown by red dots in this illustration only. The bore sighted hexes of the AT Guns are shown with red squares in this illustration only.

The situation is definitely shifting in favor of the German.

AMERICAN TURN SIX:

Pre-Prep Fire Phase Comments

I had some disastrous results. I am now in trouble, three squads down and I am a little out of position. He is now concentrating his units and I am dispersed. I am going to hold my positions and look for a little luck on his attacks. Allan and squad will remain hoping that they can hold the German out of building 4X1. The other option is for me to move, but there is no route available that will let me go towards the action without being fired on in the open—so I will hold. I will hopefully take some pressure off the 4AA4 area this turn.

RALLY PHASE

Unit/Weapon	Hex	DRM	DR	Result
B	5Z8	-1	6	Rallied
D	4GG7	0	7	Rallied

PREP FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
5	4BB1	4	+1	4	1	3

DEFENSIVE FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
9-2,F,C, 2LMGs	4Z3	16	+1/-1	8	2/1	8 10
G,MMG	4AA4	12	+1	10	—	Breaks MMG
231/MG	4X8	2	+2	8	—	
231/Gun	4X8	6	+2	7	—	

American Turn 6: The American's situation continues to deteriorate as both squads B & D rally. The fire of squad 5 causes a 1MC but to no ultimate benefit. Broken squad 2 and crew 1 are eliminated by the Defensive Fire of Stahler, squads C & F, and two LMGs (now shown by counter D) using sustained fire. The MMG malfunctions as a result of its ineffective sustained fire on broken squad D, but it is of small consequence. Even if squad G is unable to repair the MMG, it has all the LMGs it can use next turn. Miller advances into 4AA4 in an all or nothing effort to rally 1st squad and salvage the central woods position.

End of Turn Comments

I guess it could have been worse. I could have shot myself. The Germans are now in good shape, though they may have to rush over open ground to get to me yet. I still have a very good chance to win—unfortunately, I also have a good chance to lose.

AMERICAN TURN 6 NEUTRAL COMMENTARY

With the rally of two German squads and the inability of the American to even attempt any rallies, the German position is looking much better. With half his remaining squads broken, the American has little he can do this turn. He does manage to get a good attack roll with his only available Prep Fire but it has little net effect on its target in 4BB1.

Stahler in 5X10 and the AC in 4S9 are showing their presence quite well this turn by threatening any positive movement of Allan and squad 3 from 4V2. Realizing the potentially disastrous results that a 16 (or even 20 sustained) attack with a -1 DRM on the IFT from 5X10 can bring, the American chooses not to move through 4V3. Movement around 4V3 to the north would be subject to a 6 attack with a -2 DRM followed by a 2 attack with a -2 DRM from the AC along the U row. This leaves very little in the way of choices other than to sit tight in 4V2 and apply some of his own intimidation on any German movement into building 4X1.

The Defensive Fire Phase had some mixed results for the German. Expecting to eliminate all three American squads in the central woods position, he manages to eliminate only the two squads in 4Z3 and breaks his MMG with the fire directed at the squad in 4AA4. The AC still insists on firing at Blumberg in the outhouse at 4X8 though its chances for success are greater with the fire directed at the squad in the main victory building 4Y9, not to mention the overall strategic situation that the breaking of the squad would bring. All and all, not a bad turn for the German even though it was the American's turn. Actually, the American must consider himself fortunate that he did not lose squad 1 in 4AA4 this turn as well. With the advancement of Miller into 4AA4, squad 1 will have one more chance to hold on.

GERMAN TURN SEVEN:

Pre-Prep Fire Phase Comments

Everything favorable to me seems to happen during Steve's turn. The American central reserve is effectively destroyed. If I can get Miller and his squad this turn I can still win. I still have turn 8 to rush the victory buildings. This turn I will sit tight and fire. I will also move Pitz up and directly threaten 4CC6 with two squads and the armored car.

RALLY PHASE

Unit/Weapon	Hex	DRM	DR	Result
1	4AA4	0	2	Rallied
MMG	4BB1	0	1	Repaired

PREP FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
9-2,F,C, 2 LMGs	4AA4	16	-1	7	2	3 4
G,MMG	4AA4	12	+1	9	—	

Post Prep Fire Phase Comments

I absolutely cannot believe it. Steve survives a 2MC without breaking, and I miss a 12 + 1 entirely. By all rights Miller and his squad should be out of the game.

DEFENSIVE FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
5	4EE7	8	-1	8	1	6
1	4BB1	8	+1	9	—	

ADVANCING FIRE PHASE

| Firer	Target	FP	DRM	DR	Effect	Result
D,E	4CC6	4	+2	10	—	
231/MG	4CC6	2	+2	7	—	
231/Gun	4CC6	6	+2	9	—	

End of Turn Comments

This turn did not change anything. Steve has won in my opinion. I will advance my squads away from 4CC6 to save them for a turn 8 rush and also advance into 4X1, finally capturing it.

Steve foregoes a DF strike on the armored car so it's still alive.

GERMAN TURN 7 NEUTRAL COMMENTARY

The German had little problem in repairing his MMG this turn while the American rolls "snake eyes" to rally the only squad remaining in his central woods position. More importantly, the German fails to eliminate or even break the squad in 4AA4 with his Prep Fire from 5X10. With a 16 on the IFT along with a -1 DRM, he had an excellent chance of eliminating the squad. Either by direct KIA result or by way of a double MC from a failure of Miller to pass his MC. Failing here, the German follows with fire from 4BB1, also bringing no effect. Once again the American must consider himself rather fortunate in surviving the German fire.

Actually, the attack on 4AA4 by the units in 4BB1 was a mistake anyway. The attack should have been directed at the squad occupying building 4CC6. The breaking of which would have made the assault this turn on the same building less risky. With only one last game turn remaining, the risk even with the squad still unbroken is justified. As it worked out, the AC was not fired on and neither squads D or E went down to fire. This leaves the German in an excellent position for his Advance Phase.

I just cannot understand what came over the German to advance squads D and E AWAY from building 4CC6 after surviving the defensive Fire Phase! The big plus the German move had was the multiple target and threat it created on the building. Pulling two of the threats away could cost him an AC as well as the game. Instead of pulling the squads in 4FF6 and 4EE7 back they should have obviously advanced to 4DD6 and 4EE7 or at least 4EE7 and 4DD7. If the German DOES manage to hold on to the AC in its current position he will definitely be in a good position to gain control of building 4CC6. To this end, the German should have also advanced squad G and the MGs in 4BB1 to 4AA1 in addition to having squad B advance with Pitz to 4AA1. This would have given the German a very potent fire group with which to hit building 4CC6 in the Defensive Fire Phase of the following American turn. This, with or without the advancement of squads D and E, would have given the German an excellent position with which to enter the last few player turns.

With the end of the Advance Phase we see the German actually gaining control of building 4X1 for victory purposes.

AMERICAN TURN SEVEN:

Pre-Movement Phase Comments

Martin moved his AC so now I can move Allan and squad 3 closer to the action. The AC is vulnerable to attack this turn. I will rush it with two squads and turn the ATG in 4CC6 to fire on the AC in the Advancing Fire Phase. I will also move Miller and Blumberg in the Advance Phase into positions from which they can *block* the German squads in 4GG7 from moving directly into the 4Y9 building. I now feel that the building in 4CC6 is the key as I can't stand up to the German firepower that is concentrating. My squads will be safe if they are not KIA'd as they both have retreat routes back to safety. Well, here goes nothing!

RALLY PHASE

Unit/Weapon	Hex	DRM	DR	Result
H	4AA1	−1	9	No Effect

DEFENSIVE FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
F	4AA6	4	−2	5	2	6
G,MMG 9-2,C,	4CC6	12	+2	9	—	
2 LMGs	4AA7	8	−4	9	1	4
231/MG	4AA7	4	−2	5	2	5
231/Gun	4AA7	12	−2	7	2	7

Post-Defensive Fire Phase Comments

My two rushing squads went down but I felt that I would have three possible close combat attacks and the ATG shot against the AC. I will now fire the ATG and then advance onto the AC with the squad in 4CC6.

ADVANCING FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
ATG#2	4BB6		+5	2/2	H/K	CH-Burns!

End of Turn Comments

The AC goes down to a miracle shot from the ATG—unbelievable. I am now in a good position. I have two of the three victory buildings and am on the defense going into the last game turn! I will need

German Turn 7: The American rallies 1st squad which survives two strong attacks and maintains the American center. The German repairs his MMG on the first try but his Prep Fire attacks come up empty as does the American Defensive Fire and the German Advancing Fire. The German advance by squad F into 5X10 destroys the bazooka and captures the first victory building. He has but one move left to take another.

American Turn 7: Pitz fails to rally H squad, but there are bigger fish to fry as the Americans fall back en masse to defend 4CC6, giving the German many excellent fire opportunities at moving units in the open. Squad F breaks the 1st squad with a 2MC, but the sustained MG fire attacks of G & C fail to harm squads 5 & 4 respectively. Only Point Blank Fire from the AC which changed its turret covered arc to fire on squad 4 succeeds in breaking its target and threatens to eliminate squad 1 for failure to rout. But squad 5, manning the AT Gun, secures a Critical Hit on the AC despite a +5 To Hit DRM, and thus earns an eleventh hour reprieve for its brethren.
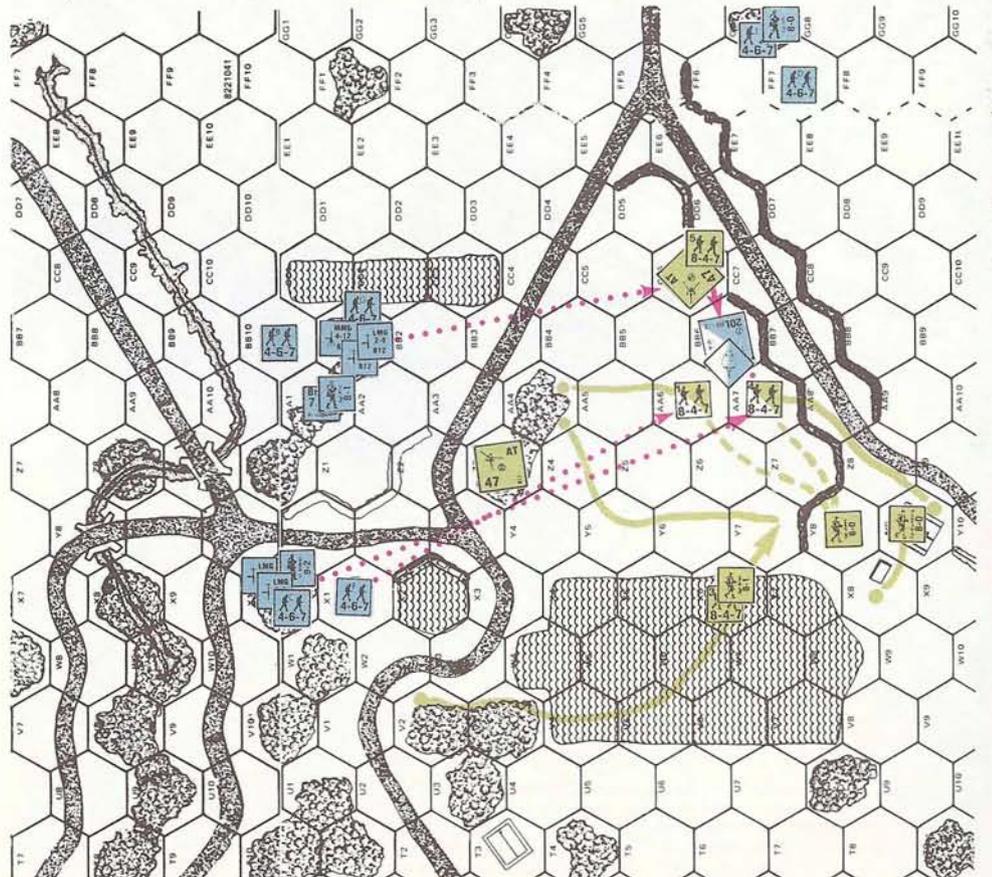
the two squads to rally and then just hold on. The situation is ripe for one of Martin's famous charges through enemy fire, but still the advantage at the moment, is mine.

AMERICAN TURN 7
NEUTRAL COMMENTARY

Once again the German fails a rally number of 8. I wonder if Pitz is using the right technique? With no Prep Fire we see the American trying to eliminate the thorn in his back, the AC. For whatever reason the German advanced squads D and E away from building 4CC6 last turn, he did and the American takes the opportunity to rush the AC while it is still somewhat unsupported. Although the threat that the AC poses is great, I don't feel the American decision to rush it was the correct one. It is just not worth getting everybody killed. With the move as executed, he has an excellent chance of losing (KIA) two of the four squads he has remaining and there is at least a 24% chance that the squad in 4CC6 will still be broken by the fire from 4BB1. If that weren't enough, the American has left the victory building in 4Y9 dangerously under protected. Potentially, Allan and his accompanying squad will be the only units possible of firing on German squads B and E should they elect to make an end run on building 4Y9. Using their numerical superiority once again the German could assault from two different bases. With the American having only one fire target possibility, the German would be guaranteed the successful occupation of building 4Y9 by at least one squad at the end of his player turn 8.

To possibly redeem his move, the American has skillfully positioned his leaders Blumberg and Miller in locations where the squads in 4AA6 and/or 4AA7 can rout, should they be lucky enough to only break.

The pivoting of the ATG in building 4CC6 was a good move on the American's part and should actually have been the only action taken directly against the AC this turn. Even if the ATG misses with both shots during the Advancing Fire Phase the squad will have the prospect of close assaulting the AC in the Close Combat Phase. The correct moves for the remaining American units would have been to take positions of fire from which they could cover the final German assault on building 4CC6 and 4Y9. Remember that the German must actually end a phase in sole possession of a building to satisfy the definition of "control". Just clearing a building of all American units DOES NOT satisfy the victory conditions.

There are a few games of SL that I have witnessed where the dice have been so forgiving of a poor move, but this turn certainly was to the American. Not only was the German unable to roll a single KIA or even break the squad in building 4CC6, but the American managed to roll back to back "snake eyes" to burn the AC in the Advancing Fire Phase! Because of the elimination of the AC, both broken squads are now able to rout to Miller in 4Y8 and give the American a chance to save building 4Y9 in the next Rally Phase.

GERMAN TURN EIGHT:

Pre-Prep Fire/Movement Phase Comments

In his turn, Steve curiously abandons his cautious play to launch a running attack on my armored car. He gains little by it, but is not hurt either as his units routinely survive −2 attacks, and naturally he torches my armored car on a routine double snakeeyes play with his ATG. The game is just about over. One mistake I made glares me in the face. My squads on the south edge should have advanced *forward* on my Turn 7 into 4DD6 and 4EE6 to put further pressure on 4CC6. What I was
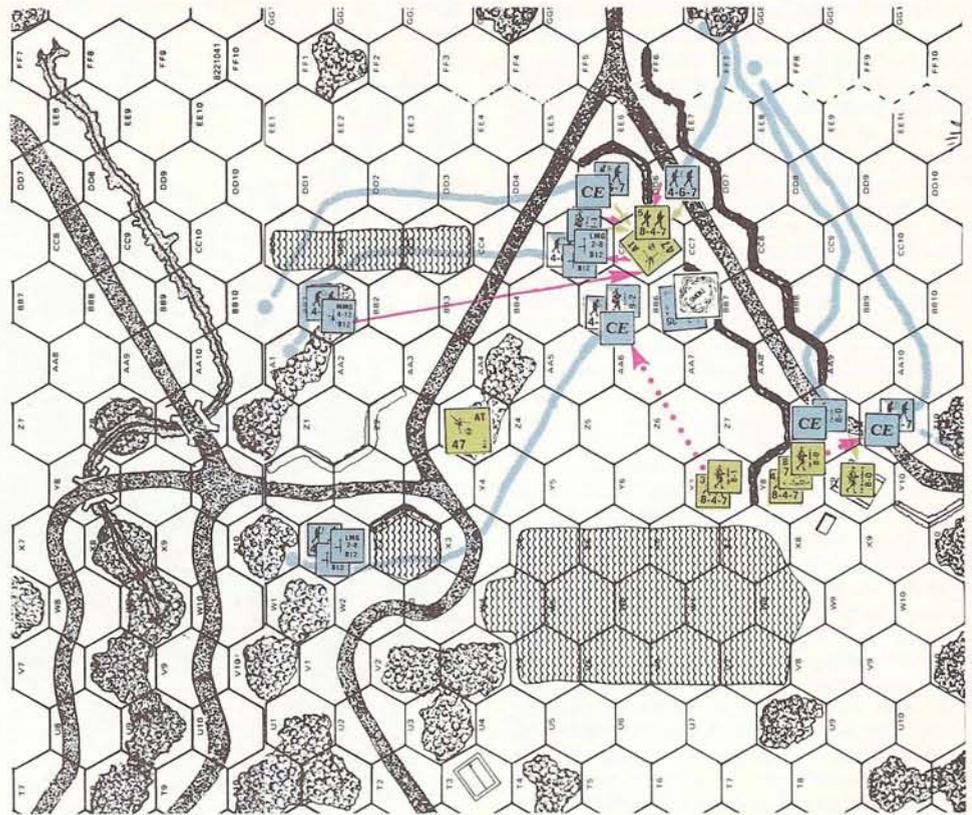
German Turn 8: The 4th squad rallies, as does German squad H in time to take part in the final rush on CC6. The sustained MG fire of squad G on CC6 succeeds only in breaking the gun. The American Defensive Fire is more lethal. 4th squad breaks squad D with a 1MC, while Allan and the 3rd squad score a KIA against Stahler and squad C. Pitz survives the Point Blank fire of 5th squad, but accompanying squad H breaks in the 3MC and is eliminated for failure to rout. Advancing Fire by the German survivors is ineffective. Miller accompanies the 1st squad in its rout to 4X8. The assault now comes down to Close Combat with the game hanging in the balance. B squad, a victim of its CE status, falls to the 1-1 attack of the 5th squad, but is revenged by Pitz and squad E who win their 1-2 riposte. As for Cpl Uhl, his gallant effort to secure 4Y9 by himself comes to an abrupt end at the hands of Cpl Blumberg.

thinking of when I *advanced* them *backwards* I have no idea.

The game is now down to a mad rush; however, this is what I am famous for and in fact it has some chance of success. I have ten infantry units to work with. Three leaders and seven squads. One squad will have to remain behind in 4X1 to protect 4X1 from counterattack in the American player turn. This leaves nine units available for the attack. The big question is whether I should try a Prep Fire attack (12 sus +2) on 4CC6. This will leave me with only five squads for the attack, but if I can break that squad I will get the building without any trouble. I must make the attack.

The next question is who should rush what? Rushing both buildings is possible. It will, however, reduce the main attack on 4CC6, but Steve would *have* to fire on a squad attacking 4Y9, reducing his fire on the units attacking 4CC6. I believe allocating one squad to 4Y9 is worth the risk. Uhl goes there naturally as his modifier is useless at 4CC6 and he just might take 4Y9 in a 1-1 coup de main!

I will carefully move the assault units on 4CC6 along hexes already used by the Americans and, hopefully, clear of hidden mines.

RALLY PHASE

Unit/Weapon	Hex	DRM	DR	Result
H	4AA1	−1	7	Rallied
Wreck Fire	4BB6	0	2	Fire Continues
4	4X8	0	7	Rallied
1	4X8	0	9	No Effect

PREP FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
G,MMG	4CC6	12	+2	11	—	MMG Breaks

Post Defensive Fire Phase Comments

My Prep Fire gamble was a joke. Steve handily butchers nearly everyone with DF. Can't he *ever* miss? I still have two slim 1-2 (I believe two rolls for

a 4 or 5 are better than one at 6) chances in close combat and Uhl's 1-1.

DEFENSIVE FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
4	4Z9	8	−2	8	1	7
8-1,3	4BB5	8	−3	6	KIA	
5	4CC5	16	−2	7	3	6 12

ADVANCING FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
Pitz, LMG	4CC6	1	+1	5	—	
E	4CC6	4	+2	5	—	

CLOSE COMBAT PHASE

Hex	Attackers	Defenders	DRM	Odds	DR	Result
4CC6	Pitz,E	5	−1	1-2	4	KIA
4CC6	B	5	0	1-2		Cancelled
4Y9	Uhl	Blumberg	0	1-1	8	No Effect
4CC6	5	E/B	0/−1	1-1	6	NE/KIA
4Y9	Blumberg	Uhl	−1	1-1	2	KIA

End of Turn Comments

Fantastic! I finally get lucky! Steve is shrieking how I have won on one lucky roll. Tough! Let him come and get me.

GERMAN TURN 8
NEUTRAL COMMENTARY

The American breaks even in the Rally Phase and rallies one of the two squads in 4X8. This will now make it difficult for the German to make a final rush of building 4Y9. The German manages to rally his last remaining broken squad which will give him the full use of his forces for his last player turn.

With the German requiring one last building to meet his victory conditions we come to the very popular "last turn victory hex rush". The German starts the turn by wisely prep firing on 4CC6. But as

so often is the case in SL, the wise move doesn't always pay off. In this case it wasn't even close. With the failure of the attack on 4CC6 the German is left with only legwork remaining, which he performs a commendable job of. The German makes good use of his numerical superiority and the American's total lack of MGs by overwhelming him with the maximum number of targets possible. No matter what the Defensive Fire Results, the German move will give him a minimum of two squads with which to advance into victory buildings. The movement of squad D toward victory building 4Z9 is a calculated risk worth taking and will at least draw the fire of the squad in 4Y8 and possibly even take the building. If the American were to ignore squad D, or should it survive the Defensive Fire Phase, the advancement of the squad into building 4Y9 would require a minimum of one American squad to deal with him in the last turn. This almost forces the American to fire at squad D, thus reducing the fire attacks on the rush of building 4CC6. Obviously, the same general effect would have been achieved if squad D had moved against building 4CC6; one more attacking squad matched by one additional defensive fire. But the movement against building 4Z9 had the added chance of taking another victory building which makes it the better move. The American defensive fire brings pretty much the expected results from this type of move: three target hexes, and three broken or eliminated German squads. One added benefit for the American was the elimination of the German 9-2 leader; a loss the German will sorely feel. In addition to the two squads advancing into building 4CC6, the German has managed to get Pitz in also for a helpful DRM in the Close Combat Phase.

With the key Close Combat taking place in building 4CC6 some interesting results occurred. Both sides lose a squad to some good die rolling and by proper evaluation of the results required, but the German comes out on top with one squad and Pitz remaining in control. The Close Combat between Uhl and Blumberg in 4Y9 can be chalked up to a nice try on the part of the German but had little chance of success. To have succeeded, he would not only have had to eliminate Blumberg but survived the return Close Combat attack while under CE influence. However, he lost little in the attempt.

Control of the second victory building puts a German victory almost in hand. If he can survive the American player turn while still maintaining control of the two buildings, victory will be his.

AMERICAN TURN EIGHT:

Pre-Movement Phase Comments

The blood in building 4CC6 is now ankle deep. Unfortunately most of it is American. The shoe is now on the other foot as my squads must rush the German positions on the last turn, the failure of the squad in 4X8 to rally is critical. That gives me one less attacker to count on. I will charge Allan and the 3rd squad through the smoking AC and go with the squad in 4Y8 down the road. I am still not out of it though I will need a bit of luck.

RALLY PHASE

Unit/Weapon	Hex	DRM	DR	Result
1	4X8	0	8	No Effect
MMG	4BB2	0	1	Repaired

DEFENSIVE FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
F, 2 LMGs	4BB7	8	−1	11	—	Breaks LMGs
Pitz,E, LMG	4BB6	16	−1*	9	1	10
	4BB7	4	0*	9	—	
G,MMG	4BB5	12	−2	5	KIA	
	4BB6	6	0*	5	1	5

*Smoke DRM is +2.
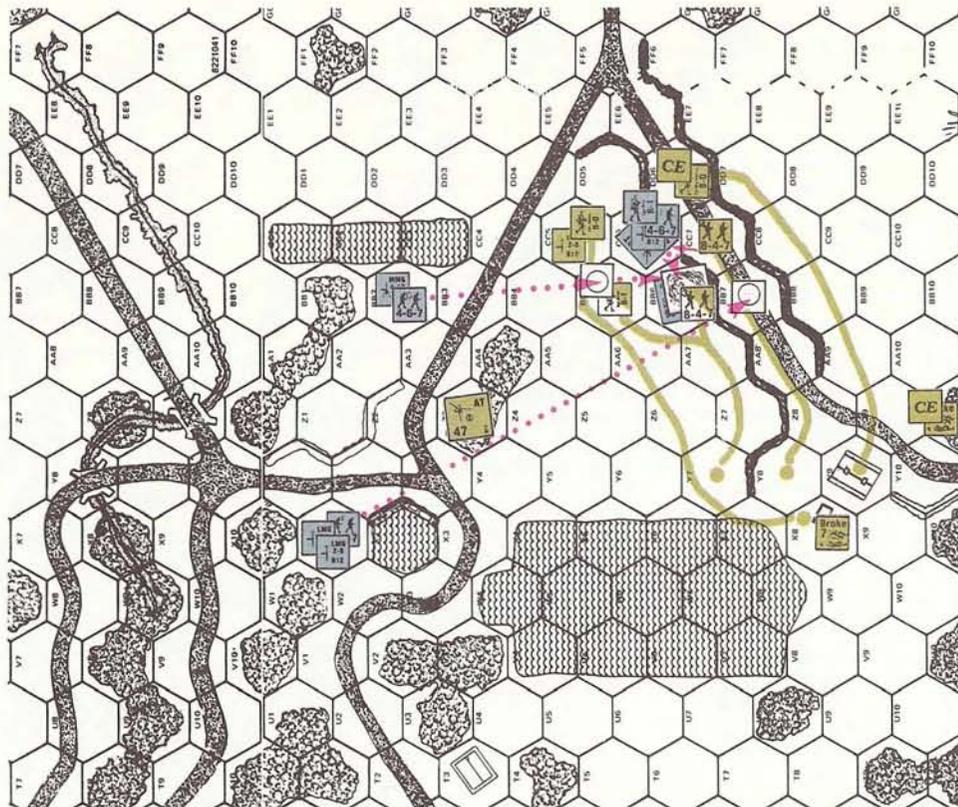
American Turn 8: The German gets the first break when he once again repairs his MMG on the first try, and the 1st squad fails to rally. The American's plan to seek cover for Allan in the smoke failed when the latter failed his MC and refused to enter the burning wreck hex. Fortunately, squad 3 is made of sterner stuff and enters the hex. In the Defensive Fire Phase squad F misses the 3rd squad, breaking his LMGs in the attempt. Pitz and squad E do break the 3rd squad with a 1MC through the smoke of the burning AC, while squad G and the MMG kill both Allan and Miller with sustained fire; the penetration fire causing an ineffective 1MC on the already broken 3rd squad. The American is now in the driver's seat, but his Point Blank Advancing Fire fails and he must chance Close Combat. He eliminates the Germans in a successful 2-1 but is robbed of victory when the eliminated Germans score a KIA on their simultaneous 1-2 Close Combat—only a 27% possibility.

ADVANCING FIRE PHASE

Firer	Target	FP	DRM	DR	Effect	Result
4	4CC6	8	+2	10	—	

Post-Advancing Fire Phase Comments

Well, I will get into the building but with only one squad. I still have an excellent chance of winning, though to win I will have to succeed with my close combat while he fails with his.

CLOSE COMBAT PHASE

Hex	Attackers	Defenders	DRM	Odds	DR	Result
4CC6	4	E	0	2-1	5	KIA
4CC6	Pitz,E	4	−1	1-2	4	KIA

AMERICAN TURN 8 NEUTRAL COMMENTARY

The American fails to rally his much needed 1st squad in 4X8 while the German is able to repair, once again, his equally needed MMG.

With the number of MGs and LOF that the German possesses, the American is in a difffficult position to retake either building on his last player turn. Actually, with the American capacity for losses in this scenario being so minimal, he is probably fortunate in having two squads with which to attack at this late stage of the game.

Not to be outdone by the German in his turn, the American puts together a formidable rush of building 4CC6 with the only two squads available. Even so, he will need some luck with the dice rolls to have even one squad surviving after Defensive Fire to advance into building 4CC6.

The Defensive Fire Phase brings not only some luck for the American but a poor choice of attack order and target hexes by the German. This combination could very well save the game for the

American. To make better use of the units available, the first German attack should have originated from 4BB2 and not 4X1. The target for this attack should have been squad 3 and Allan in 4AA7 with penetration against squad 4 in 4AA8. This would have given a 12 sustained -2 DRM against Allan and squad 3, and a 6 sustained -1 DRM against squad 4. This attack would THEN be followed by the attack on squad 4 in 4BB7 from 4X1 as was actually executed. Now if both squads 3 and 4 are still unbroken at this point, as was the case here, the last fire attack would be left to Pitz and squad E in building 4CC6. This attack directed at 4CC7 would have a much greater chance of success (16 sustained factors with a -3 DRM) than the fire directed against 4BB6.

As it actually works out, the American is left with one squad adjacent to building 4CC6 at the end of Defensive Fire and in an excellent position to win the game. With the failure of the American Advancing Fire attack to yield any results, we come to the last two dice rolls, of the last phase, of the last turn of the game. Actually, the scenario came down to the very LAST dice roll of the game. The German already eliminated from 4CC6 in Close Combat, needed a 5 or less and rolled a 4, leaving no units from either side occupying building 4CC6. Thus the scenario ends in a German victory, the Germans having been the LAST to end a phase as sole occupant of buildings 4X1 and 4CC6. A rather unusual ending to a hotly contested scenario. It is interesting to note that contrary to what the American thought, he was not required to actually succeed with his last Close Combat attack to win. Failure of the German attack was all that was needed. With both American and German squads occupying building 4CC6, the control would be defined as "disputed" and therefore not included in the German victory total.

GERMAN FINAL COMMENTS

I win on two lucky rolls! Is this really true? This appears to be the hobby's nemesis in evaluating play. Does luck really dominate all? Do the large numbers of rolls really balance out?

Assuming game plan and tactics do have something to do with it, I feel a basic German strategy of applying pressure on several points at once should be successful. In retrospect, however, I feel the Germans are not strong enough to attack as many points as I attempted. Perhaps the Germans should concentrate more, rather than sending out numerous small probing parties as I did.

Steve's strategy of abandoning front line positions to conserve forces and the maintenance of a central reserve is basically sound. However, his temporary front line positions could be dangerous if the German player can come up with KIAs. I couldn't. Lost units really hurt the American who has so much to protect. I believe Steve made one crucial mistake: abandoning 4X1 to strengthen his central reserve on turn 5. He lost 4X1 as a result and without it his central woods reserve became a death trap.

Evaluating luck in a game is difficult. Luck falls into two categories: the ability or inability to come up with critically lucky rolls when absolutely necessary or when highly improbable, and the ability or inability to roll better than average throughout the game.

I have categorized the overall luck in this game in charts 1 and 2. I believe the tables are self-explanatory. KIAs and MG breakdowns are not separate rolls but represent possibilities on IFT rolls.

As a whole, I believe the charts show that the luck *does* even out, even though one player may have had an advantage somewhere else. Thus Steve's IFT superiority was reduced by my good MC ability. I do not believe either of us can complain much in any category, except I feel somewhat robbed in the KIA department. On the other hand, if nothing else, I could really repair MGs!

Though the charts simply reflect success or failure, in most categories, this is all that matters. Critical low rolls are reflected in the success rate where low rolls are required. A rough idea of the number of −1, −2, or −3 MCs obtained on the IFT can be determined by subtracting those numbers from the morale of one side's squads and cross-referencing that to the number of MCs taken in that category by the player.

Overall I feel it was a good game. In fact I believe turns 6-8 present classic *SQUAD LEADER* problems that are well worth replaying from various points with different die roll results.

AMERICAN FINAL COMMENTS

A most enjoyable game. Anytime a game goes down to the final dice roll to decide the winner the game has to be exciting for both participants.

It must be stated that the particular defense I used may not be "the way" to play this scenario. I used my knowledge of my opponent to help me, and although not with winning results, I felt that I channeled the action the way I wanted and I shot very well. Had my minefields or bore-sighted hexes come into play the result may have been far different. If I was to choose a turning point I would have to say turn 6 when my key position at 4Z3/4AA4 fell. After that, the German was able to position himself for the winning moves later. I felt that I had the advantage early, lost it and then regained it only to have Martin overcome some bad situations and win out in the end. It was a very close and enjoyable game.

CHART #1: Summary of American Die Rolls

Minimum Die Roll Required	MC	IFT	Potential KIA	To Hit	CC	Rally
2	—/—	—/—	—/12	—/—	—/—	—/—
3	—/—	—/—	—/3	—/—	—/—	—/—
4	—/1	2/—	—/1	—/—	—/—	—/—
5	6/5	2/4	—/1	1/—	—/1	—/—
6	4/8	5/3	1/—	—/1	2/—	—/—
7	3/—	3/2	—/—	1/—	1/—	5/4
8	1/—	4/—	—/—	2/—	—/—	1/—
9	—/—	2/—	—/—	—/—	—/—	—/—
10	—/—	1/—	—/—	—/—	—/—	—/—
11	—/—	1/—	—/—	—/—	—/—	—/—
12	—/—	1/—	—/—	—/—	—/—	—/—

Total Rolls: 78; Average: 6.51   Type of Roll: (Success/Failure)

CHART #2: Summary of German Die Rolls

Minimum Die Roll Required	MC	IFT	Potential KIA	No Sustain Fire Breaks	CC	Rally
2	—/—	—/3	—/5	—/—	—/—	— / —
3	—/—	—/10	—/6	—/—	—/—	— / 3
4	—/—	1/5	—/7	—/—	—/—	—/3
5	3/3	2/7	—/4	—/—	2/1	1/1
6	9/4	3/1	1/—	—/—	—/—	—/—
7	4/5	4/4	—/2	—/—	—/—	2/—
8	2/1	3/2	—/—	—/—	—/—	5/3
9	1/—	3/2	—/—	—/—	—/—	1/—
10	—/—	1/—	—/—	14/2	—/—	—/—
11	—/—	5/—	—/—	—/—	—/—	—/—
12	—/—	1/—	—/—	—/—	—/—	—/—

Total Rolls: 108; Average: 7.03

CHART #3: Luck Comparison

TYPE OF DICE ROLL	American Performance	German Performance	American Luck	German Luck
MC	14/10.70	19/15.34	+31%	+24%
IFT	21/15.78	23/25.31	+33%	-9%
KIA	1/1.86	1/4.51	-46%	-78%
TO HIT	4/2.72	—	+47%	—
CC	2/1.69	2/0.83	+18%	+141%
RALLY	6/5.97	9/9.67	+1%	-7%
No Sustain Fire Breaks	—	14/13.33	—	+5%

Actual Successes/Expected Successes

FINAL NEUTRAL SUMMARY

Even without superior luck (a German 7.03 average dice roll compared to 6.51 for the American), the German was able to pull out a victory with a few good dice rolls catching up with him on the last game turns. I find it difficult to say that either player played a better game than the other. I think as a whole, both played reasonably well. Each player used the forces and terrain to their best advantage which resulted in quite an interesting and enjoyable game. Nevertheless, I would have to say that German play during the first half of the game was below what it should have been. The forces sent down the south edge of the playing area proved too weak to do the job required of them. The temporary splitting of this force on turn three almost brought about their total demise.

The German's obvious error in moving a squad and LMGs to the unsupported position under the AC at the end of turn two, provided him with a headache for many turns to follow. Not only did he lose the use of the squad and two LMG's for a number of turns, but eventually he lost the use of

his 9-2 leader for almost an equal number of turns in trying to rally the squad and get it back into the action.

Martin did manage to make up for his earlier play during the last few game turns with some very competent play, not to mention the ability to come up with the right Close Combat dice roll at the end. By correctly understanding his error in committing his forces piecemeal, he was finally able (almost too late) to concentrate and take the two buildings required for victory.

The American play was just about the opposite. That is to say that up until turn five or so Steve's play was nearly flawless. From that point on the fatigue of an eight hour replay coupled with the excitement of the game took its toll, and a few questionable moves were saved only by a fortunate dice roll or two. Without some of these moves, Martin would have had little chance, if any, for victory. However, this does say a lot for Steve's setup and play. The American strategic position was usually in a good state. Actually, by the end of turn four the

American was in as good a position, if not better, as the one he started the scenario with. The movement of units out of the 4X1 building on turn 5 and the rush of the AC on turn 7 were the only really foolish decisions Steve made during the game. His initial setup, though basically sound, had a rather large gap left in the northern flank position, but since the German chose to enter from the southern edge, the implications of this weakness and the extent to which the German could have exploited it, will not be known. In reality, Steve is to be congratulated for correctly guessing his opponent would choose to move against the stacked side of the defense.

This brings us finally to that much talked about game element; luck. To help illustrate the effects it had on the game, I have taken the charts Martin developed one step further and created a third chart. Looking at Chart 3 we see both player's performances broken down into each of the different categories. The numbers shown are the percentage difference between what would be expected on the average when compared with the actual number of successes rolled. The expected number of successes is obtained by multiplying the number of dice rolls made with the percentage that each roll had in succeeding. For example, as Martin contends, Steve was able to succeed in rolling a morale check or better on the IFT 21 times while the expected number of successes is only 15.78. In other words, Steve was rolling better than the average by 33%. Martin was less than the expected average by about 9%.

To offset the IFT attacks somewhat both players had extremely good luck with their morale checks with both Martin and Steve well above average. (Martin +24%, Steve +31%). As I am sure Steve will attest (without even looking at the numbers), Martin's Close Combat dice rolls were better than average. As a matter of fact, a full 141% above average. It is also interesting to note that during most of the scenario we saw very few outright KIA's. In a game with a 9-2 leader running around this would seem somewhat unusual. A glance at the figures on the chart bears this out, even a little more than one would expect. The German had 78% fewer KIA's then would have been expected during the scenario, while the American was down by 46%. This is not to say that there weren't any low dice rolls. On the contrary, Steve had five "snake eyes" which is twice what probability dictates, with none resulting in a KIA; although one did result in a burned AC. Both players broke about even in rally attempts with the American having a slight advantage.

☆

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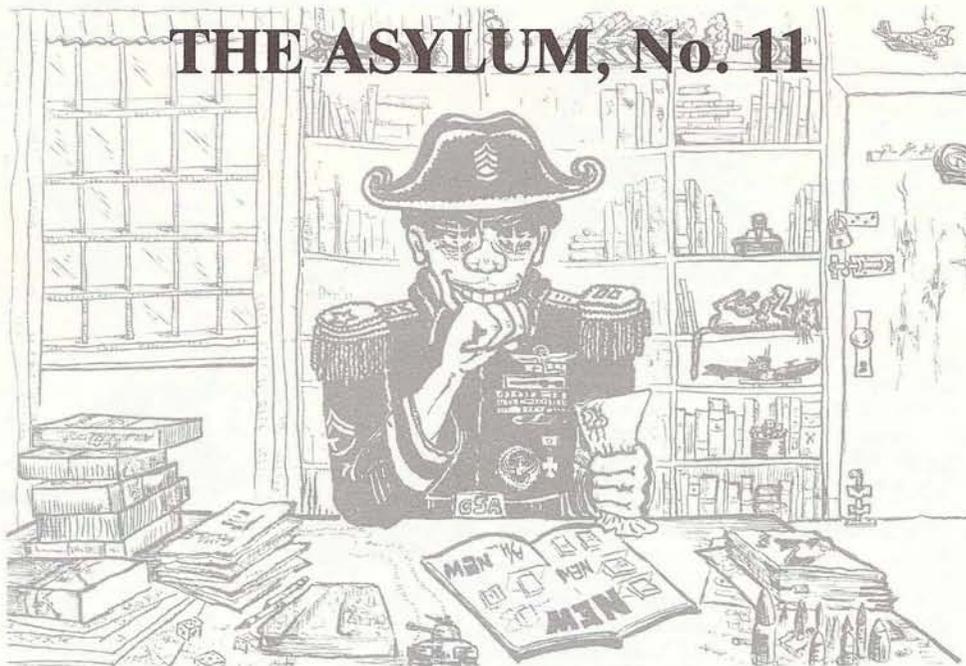
DUM DA DUM DUM

by Alan R. Moon

This is the city. Baltimore, Maryland. No longer just a place halfway between Philadelphia and Washington. A city in the process of rejuvenating itself. Regaining its beauty with new, old-fashioned cobblestone streets and marketplaces, and a rebuilt inner harbor. Home of the Preakness, crabs, and Fort McHenry. But, like any major city, also the home of corruption and criminals. And when those criminals get out of line, that's when I step in. I carry a badge.

December 24th, 9:03 PM. My partner and I were working the night watch on homicide. It had been a quiet evening for a Christmas Eve. Only one murder. Experience told us there would probably be more, after people started opening their presents, or finding out they hadn't gotten any.

9:19. We received a call from a man claiming Russian paratroopers disguised as reindeer had landed on his roof. We assured him it was just Air Force commandoes practicing for an assault in Siberia. He said he was sorry to have bothered us and now that we mentioned it he remembered reading something about that. We both praised American ingenuity and hung up.

10:14. We received an anonymous call from a lady who said she had heard what sounded like a lot of shots inside the offices of the Avalon Hill Game Co.

10:22. We arrived at the offices of the Avalon Hill Game Co. on 20 E. Read St. There had been a shooting.

10:28. We got a call from an intern at Johns Hopkins. The victim, identified as one Mr. Donald J. Greenwood, had been alive when we reached the scene, but was pronounced dead on arrival at the hospital.

10:40. Our cursory search of the premises turned up several interesting facts. The body had been found in the victim's small back office, riddled with at least thirty bullet holes, fired from some sort of small caliber automatic weapon. This seemed to point to an emotionally charged motive. The victim's wallet was still in his pocket and nothing seemed to be missing. A dart board in the office had a picture of Snow White and the Seven Dwarfs pasted on it, with three darts stuck in the hearts of three of the dwarfs (Doc, Happy, and Sleepy) as if

thrown there. We also discovered a number of coins scattered randomly around the office floor, as if flung there. While we began to try to analyze the obvious clues, we pondered the possible meaning of the picture and the dart board.

10:57. Thomas N. Shaw, Executive Vice President of Avalon Hill, showed up. He seemed nervous. Kept jingling change in his pockets. He didn't know why Don had been working on Christmas Eve and seemed stumped about who would have had a strong enough motive to kill him.

11:15. We decided there was little else to be done tonight. We asked Mr. Shaw if we could come back on the 26th and question the other employees. He agreed. Before we left, we asked him for a list of the other employees who worked in the building. The list he gave us contained nine names: Tom Shaw, Richard Hamblen, Mick Uhl, Frank Davis, Alan R. Moon, Kevin Zucker, and Lee Barsotti.

December 26th, 10:31. We arrived at the AH offices and requested the use of the office in which the body had been found for our questioning. This is a standard cop trick to make the guilty person nervous.

10:35. The first person we talked to was Richard Hamblen. He seemed genuinely upset about the murder and had nothing bad to say about the victim. He claimed to have been home all evening on the night of the murder, because he wasn't feeling too well. Had one of his regular complaints. Said his wife could verify his story. Seemed like he was holding something back.

11:12. Second to be questioned was Mick Uhl. Mick seemed more interested in our investigation than in the actual murder. Said he'd always been a detective buff. Wanted to know if he could help. When asked about the picture of Snow White and the Seven Dwarfs, he told us that was what Alan R. Moon had nicknamed the staff and that he had matched each staff member with a dwarf. He didn't know who was who though and suggested we ask Alan.

11:30. Next to be questioned was Frank Davis who seemed quite reluctant to answer our questions. He seemed almost to be hiding behind his

TKO IN THREE

By Alan R. Moon

I wrote this article over two years ago. Surprisingly, it has not aged. I still feel the TKO approach described in this article almost guarantees a Japanese victory in the game, and is superior to the "capture the Hawaiian Island and then Samoa" strategy. And I will continue to play with it till I am proved wrong.

THE JAPANESE ADVANCE IN VICTORY IN THE PACIFIC

VICTORY IN THE PACIFIC won the Charles Roberts Award for Best Strategic Game of '78. It deserved it, though many gamers may think that it is too simple and based exclusively on luck, due to the multitude of die rolls.

I have personal preferences like any other gamer. I do not, however, let these prejudice me against a particular game. I like simple, strategic games mostly, but I play the complicated ones too. And some of them are fun. The reverse should also be true. Those who like the complicated, tactical games should at least try some of the simpler games first, before turning up their noses.

VICTORY IN THE PACIFIC is not just a Pacific Theatre *WAR AT SEA* variant. It is a sophisticated improvement. Though quite abstract, it is a fine representation of the Pacific conflict. It is time to stop calling simple games "beer and pretzel" games. Instead, we should begin to call them little monsters. Or, call the monsters "MONSTERS" in a nasty voice (like we mean it).

With experience, the Japanese gain a slight advantage in the game. This is true partially because they have the offensive, and therefore the brunt of the decisions to make, but also because the Japanese player is usually more daring than Japanese commanders were in history. The how and why of that daring is what this article is all about.

TURN ONE

Turn One is important only as a place-setter for turns two and three. After a little experimenting I now use the following standard setup:

Indonesia—21, 22, 23, and 24 AirFlot
South Pacific—25 AirFlot
Marshalls—26 AirFlot
Aleutians—*Oi*
Marianas—*Fuso, Chikuma, Kumano, Mikuma*
Japanese Islands—*Hyuga, Mogami, Suzuya, Tone*
Central Pacific—*Hosho, Nagato, Mutsu, Yamashiro, Ise, Aoba, Furutaka, Kako, Kinugasa, Kitikami,* Yokosuka Marines
Pearl Harbor—The Rest

The only Allied ships that can move, the five Allied cruisers, usually avoid a turn one foray. In-

cidentally, only three of them are any real threat, as the Australian ones can't get to the Marianas or Japanese Islands.

The I-Boat should go in the Hawaiian Islands, where it has the best shot at attacking a carrier. This is the I-Boat's mission in the game, unless extreme circumstances warrant otherwise. This one shot a turn at an Allied carrier can make a great deal of difference.

A few other articles have touched on the Japanese carrier placement on turn one. My reason for sending the eight carriers to Pearl Harbor is simply to do the most damage possible. Assured targets are the logical ones.

The *Hosho* goes to the Central Pacific by default. Putting it in Indonesia is unnecessary. The odds are the land-based air will do the job there. And if one British ship does get away, this is less important than the possible destruction of the *Hosho*, since there are no ships to screen it. This is even more evident if the Allied cruisers enter Indonesia.

For the 51% chance that an American carrier will show up in the Central Pacific, it is worth the *Hosho* to get a shot at it. The loss of the *Hosho* in this action is acceptable, in contrast to the seemingly similar action in Indonesia. In the Central Pacific, the stakes are higher. There is an area at stake as well as an American carrier.

Actually, the *Hosho* may get two shots instead of just one if an American carrier shows up. The Yokosuka Marines may draw the first day round fire. The real question is whether or not the Allied player will stay after one round of combat. That is what the nine surface ships are for; to scare him off. The chance of a night combat will be preying on the Allied player's mind, and its occurrence would be disastrous. All but a maniac will run after round one. But, don't feel sad if your opponent opts for a *maniacal* approach. Think night combat. The more rounds he stays, the more chance he takes. If the *Hosho* sinks, so be it. Wave bye-bye. You knew it was a possiblity. If the Marines bite it, that's more of a blow, but sufferable. On the other hand, the loss of an American carrier is a costly price to pay for the Central Pacific. If the Marines do manage to land and the American stays, you can retreat if the punishment seems useless. Midway is the important goal, not the area. That is why the Marines will probably take the first shots, especially since the Central Pacific is worth no POC to the Allies. Which is another reason for running after one round. If you do get the U.S. carrier somehow, chase the cruisers.

Of course, if two or more carriers show up in the Central Pacific, consider yourself unlucky and don't bother reading any further, at least till the next game. Finally, the Central Pacific is just not as important as many people make it out to be. Turns

two and three of this article will show why. In the case of multiple carriers showing up, retreat and hope for better times.

Stay at Pearl Harbor for the two extra rounds no matter what! Again, only a maniacal Allied player will elect to fight it out in the Hawaiian Islands, even if all four carrier groups show up there (and that's something I haven't seen happen in over thirty games). However, if the Allies do stay, you can start another game in a half hour or less.

The round one Pearl Harbor target assignments are as follows:

Soryu vs. *West Virginia*
Hiryu vs. *Maryland*
Zuiho vs. *Tennessee*
Ryujo vs. *California*
Kaga vs. *Nevada*
Akagi vs. *Arizona*
Shokaku vs. *Oklahoma*
Zuikaku vs. *Pennsylvania*

Round two stacks up like this. Unless things went extremely badly, hit the two 1-1-7 cruisers with the *Ryujo* and *Zuiho*. Leave any and all bottomed ships for the follow-up rounds, when there'll be plenty of factors. Work on the floating damaged and undamaged. Apportion factors on the 7th AF only if you did a lot of damage/bottoming in round one; it's just not that important.

By my calculations, I figure to sink an average of seven ships. I base this on having 52 total shots in the first two rounds, each with 33% chance of a hit (a hit being a five or six). That's an average of 17 + hits. It takes two hits to bottom a battleship on the average (that's six points of damage, or five for the smaller ones), or one hit to bottom a cruiser. Two hits per ship out of 17 + total hits is 8½ +. Naturally, there will be overkill on some ships (and I have taken 3 + hits out for this), but my average of seven seems pretty safe, if not pessimistic. Some ships may sink or bottom on round one and leave more than 26 shots on round two. Actually, I really expect to get eight kills or more. Sticking to my seven ship statement though, the seven should be six battleships and one cruiser or five battleships and two cruisers. Remember, no need to kill on round one or two, just bottom. Bottomed ships die during the extra two rounds.

Obviously, these are not mathematician's figures. They're gamer's figures. Most of *us* are gamers. The detailed articles on odds and formulas look nice on paper and have their worth, but their application during games is impractical. The above is an accurate example of the kind of thinking, in regards to odds, that most gamers do. If they do that much. Actual game playing is done using "the approximately right formula". A lucky gamer always rounds up.

In Indonesia, the first round attacks are:

21, 22, 23, 24 AirFlot vs. 5th AF

If the land-based air is eliminated, split the four land-based air against the ships. If the land-based air is undamaged or only damaged, use the same distribution as round one. It must go. The ships are secondary. You'll probably get a third round, the regular combat round, before the Allies can retreat anyway. Should a ship still escape after this, wish him luck. The British are insignificant as I will show.

Turn One Results: +7 POC Japanese
7 American ships destroyed (at least)
2 British ships destroyed
1 (or 2) land-based air destroyed
Midway taken
No Japanese losses

Return *Oi* and *Kitakami* to Yokosuka. Return *Kako* and *Aoba* to Midway. The rest of the fleet goes to Truk.

TURN TWO

This turn will decide the game. The Allies are at their weakest and the Japanese at their strongest. Every area is open to Japanese attack. Don't pick. Feast. This is the best meal the Japanese will get and the object is to turn it into the Allies' last supper.

A basic concept in *VICTORY IN THE PACIFIC* is the perimeter. Similar to the blockade in *WAR AT SEA* (which is controlling the North Sea and Barents Sea to prevent German ships from moving to the North Atlantic and South Atlantic areas, thereby enabling those two areas to be less vigorously guarded), the perimeter is just larger and contains a little more flexibility.

The perimeter is established when the Central Pacific, South Pacific, Marshalls, and Indonesia are all Japanese controlled. The Japanese Islands and the Marianas are then safe and require only one ship each to control the area. American ships can't get through the perimeter, except, and this is where the flexibility comes in, if they are based at Dutch Harbor or Attu. Ships at these two bases can make it to the Japanese Islands or raid into the Marianas. So, the perfect perimeter must include either the Aleutians or the North Pacific. Usually though, a perfect perimeter is not necessary. American ships infrequently base at Dutch Harbor and Attu, and when they do, they are in small numbers. An extra patrolling ship in the Japanese Islands will probably suffice in the latter case.

Just how important is the perimeter? True, it sounds great and, in fact, works well when established. But it is not the number one priority after turn one. A partial perimeter or a weakly held full perimeter will be enough. A perfect perimeter is imperfect and inconsistent with correct Japanese strategy. The old saying "the best defense is a good offense" describes the Japanese strategy in *VICTORY IN THE PACIFIC* and this is the reason the perimeter must take a lesser priority. Many times, the perimeter will hold without any great Japanese defense efforts, because the Allies are too busy defending to attack it. This is how it should be if the Japanese strategy is correctly implemented.

On turn two, move the following ships to the indicated areas as patrollers:

Hawaiian Islands—*Haguro, Maya, Myoko, Hiei*
U.S. Mandate—*Ashigara, Atago, Chokai, Kirishima*
Coral Sea—*Chikuma, Kumano, Mikuma, Mogami* (or substitute *Kongo* for one cruiser)
North Pacific—*Kako*
Aleutians—*Aoba*
Central Pacific—*Furutaka*
Japanese Islands—*Oi*
Marianas—*Kitakami*

The rest of the ships are raiders: nine carriers at Truk plus two at Yokosuka (reinforcements), eight battleships, and five cruisers.

Now watch the Allied player make his mistakes. Let's look at the British first since they are the easiest to predict. They have three available carriers, a total of five factors with no bonus. Big deal. Let them come into Indonesia if they like. Their best plan is to guard the Bay of Bengal and possibly the Indian Ocean and wait till turn three. Don't be surprised though, if they move lots of patrolling ships into Indonesia. They'll be sorry after the land-based air placement.

At Samoa, Australia, and Pearl Harbor, the Americans have the following:

Eighteen cruisers, including the Dutch and Australian (plus or minus one depending on the Pearl Harbor results)
Four battleships, with speeds of three (approximate results from Pearl)
Five carriers, unless the I-Boat got one on turn one
Three land-based air (or two if the 7th AF got it at Pearl)

A total of twenty-seven ships and three land-based air.

The decisions of what and how many American ships to move as patrollers are tough and they are of vital importance to the Allied player. Should a cruiser be put in the North Pacific (1 POC)? How many ships, if any, should be sent to the Central Pacific? Which ships should go to the Coral Sea, U.S. Mandate, and Hawaiian Islands? It really isn't that hard. All the answers are losers. I will cover a few alternatives later though.

Land-based air is up next. Distribute the Japanese land-based air as follows:

Indonesia—21, 22, 23 AirFlot
South Pacific—24, 25 AirFlot
Marshalls—26 AirFlot

I used to split them differently, one going in the Central Pacific or two in the Marshalls, instead of three in Indonesia. However, putting Allied land-based air or an American carrier in Indonesia became a trend. So, the Japanese distribution had to be adjusted accordingly to meet this threat.

You may have been wondering why there is a Japanese cruiser in the Central Pacific. The land-based air placement should now have explained it. It is a fallacy that the perimeter is guarded with land-based air all the time. Putting cruisers and land-based air together to hold an area is wasteful, but a cruiser instead of land-based air is not. There is no air available for the Central Pacific on turn two.

With Midway now taken, and no American Marines this turn, the POC for the Central Pacific and that part of the perimeter are secondary objectives compared to the overall scope of turn two. If the cruiser is attacked, it is a worthwhile sacrifice; it has drawn American ships away from the brunt of the action. If it holds the area by itself, whoopie!

Indonesia and the South Pacific, on the other hand, are vital to the Japanese effort. Possession of both areas at the end of the turn gives the Japanese the Philippines, Saigon, and Lae. If these ports/bases are not taken (by this encirclement) on turn two, they may never be taken, and Allied land-based air will have a field day later.

Once again, be prepared for the maniacal approach. Many are the gamers with twisted minds. Allied land-based air placed in the Marianas, South Pacific, or Indonesia should be seen as an aid to the overall Japanese effort. It's just less air to defend the areas you're trying to take. So, act accordingly, not defensively. The annihilation of the American fleet and the invasion of their waters take priority even over holding Indonesia and the South Pacific if it comes down to that kind of choice. This does not mean don't oppose American land-based air,

just don't overreact. I discuss maniacal approaches to the game because you will not always be playing an experienced opponent. Covering every possibility is better than being surprised.

The best course of action in regards to the Allied land-based air will be discussed below, with the distribution of the Allied patrolling ships.

There are numerous possible combinations of what the Allied player can actually do with his patrolling ships and land-based air. I have broken these down into two broad groups; the reasonable and the absurd, each with several examples. These are only a sample! See Chart 1.

Chart 1.
Reasonable Patrol Combinations

1) HI — 4 ships (a), 3 lba
   UM—nothing
   CS — 4 ships (b)

2) HI — 4 ships (a), 3 lba
   UM—4 ships (b)
   CS — nothing

3) HI — 3 lba
   UM—4 ships (b, c)
   CS — 4 ships (b)

4) HI — 4 ships (a)
   UM—3 lba
   CS — 4 ships (b)

5) HI — 4 ships (a)
   UM—4 ships (b)
   CS — 3 lba

6) HI — 4 ships (a)
   UM—3 lba
   CS — nothing

7) HI — 4 ships (a)
   UM—nothing
   CS — 3 lba

8) HI — 4 ships (a), 1 lba
   UM—4 ships (b), 1 lba
   CS — 4 ships (a), 1 lba

9) HI — 4 ships (a), 2 lba
   UM—4 ships (b), 1 lba
   CS — nothing

10) HI — 4 ships (a), 2 lba
    UM—nothing
    CS — 4 ships (b), 1 lba

11) HI — 4 ships (a), 2 lba
    UM—4 ships (b), 1 lba
    CS — 4 ships (b)

12) HI — 4 ships (a), 2 lba
    UM—4 ships (b)
    CS — 4 ships (b), 1 lba

13) HI — 4 ships (a), 1 lba
    UM—4 ships (b), 2 lba
    CS — 0-4 ships

14) Any combination 1-13 changed as follows:
    1. One or more areas receive one-five ships instead of four.
    2. One or more areas receive zero-two battleships instead of one.
    3. Putting a cruiser in the North Pacific.
    4. Putting two cruisers or one battleship in the Central Pacific.

Note: reversing the allotments to the Coral Sea and U.S. Mandate in combination 13 does not make another acceptable option.

KEY: HI — Hawaiian Islands
   UM—U.S. Mandate
   CS — Coral Sea
   lba—land-based air
   (a) — to include ships damaged at Pearl Harbor plus at least one battleship
   (b) — to include one battleship that is assured of making the area as a patroller
   (c) — ships damaged at Pearl only included if they make the area as patrollers

The Absurd

Any distribution not covered in 1-14 above. You didn't really think I was going to list these crazy ideas did you? The reasoning behind them is as absurd as the moves themselves.

In general, no more than twelve ships should be committed as patrollers, and no less than eight. This will leave ten to fourteen ships as raiders (not counting the five carriers). This is in contrast to thirteen Japanese raiders and eleven carriers. Not quite equal forces.

Most of the reasons for the ships and air being distributed as they are in the Chart 1. combinations are obvious. I spotlighted the usage of ships damaged at Pearl because it is hopeless to try and repair these ships. They might be air-raided. Besides, they are needed. I highlighted the battleship distribution to show how badly off the Americans are in this department. Four battleships don't go too far. Pearl *did* hurt. Especially, those extra two rounds. All combinations 1-14 are losers as I said before.

The Sasebo Marines should go to the Marianas. Not the Aleutians. Attu may fall anyway by encirclement and Dutch Harbor is not important enough to warrant the expenditure of a Marine as stated in the explanation of the perimeter. Sasebo will be more valuable on turn three in the South Pacific/Coral Sea area.

Believe it or not, the Japanese reaction (raider ship movement) is basically the same no matter what the Allied player does (1-14). Only the areas are changed. (To kill the innocent.) May I have the envelope please.

Split the sixteen surface ships into two groups, equal or almost equal, though both do not have to have the same number of battleships. Send each group to one of the three areas in contention. One area should be the Hawaiian Islands except possibly if the Allied player has chosen combination #1. The second most desirable area is the U.S. Mandate, though this should probably be avoided if the Allies are using option thirteen. Think both of these over carefully.

The carriers should be split into two groups also, with the *Hosho* possibly by itself. (I can't call it a third group.) Put one group of carriers with each group of surface ships. If the third area has no land-based air in it, put the *Hosho* there.

The two carriers at Yokosuka can't make any area except the Hawaiian Islands, and even then have to make speed rolls. Count on only one of the two making it. This is one reason why the Hawaiian Islands should be one of the areas attacked. The other eight carriers will be put into one of the two groups of carriers depending on what they will be facing in the way of land-based air, and possible Allied carriers. These two groups will rarely be equal.

The makeup of the two groups of surface ships is also dependent on the Allied land-based air placement but to a lesser extent. Actually, the surface ships go where the carriers go. Only the battleship distribution is a separate consideration. A ten-four advantage is tremendous and should not be wasted. American battleships at Pearl will have trouble making the Coral Sea and American battleships at Australia will have trouble making the Hawaiian Islands because of their slow speeds. Allow for these factors in the Japanese battleship placement.

For a little more detail on how the raiders are placed in answer to combinations 1-14, see Chart 2.

The first question you may want answered is—Why safe versions? Well, because even the cautious player can use this system and win. It's dumb to be cautious, but I thought I'd throw it in for the ultraconservative. It does make it tougher for the Japanese though. And why be merciful to the Allies? There are no safe versions of #'s 3-13.

The *Hosho* may seem quite important from the above. Don't be deceived. There is usually a choice of what to do with it, and it can make a difference,

but only a small one on occasion. Mostly, it's used to create one more irritant for the Allied player such as a case where it's put into an area where the forces had been four surface ships versus four surface ships. All of a sudden, that one factor of air power looks rather awesome. Let the Allied player be deceived. Psychological, yes. Meaningful, only maybe. Keep it in perspective. Of course, it could mean the difference between winning or losing the area. And, if it was sunk in the Central Pacific during turn one, none of the above applies anyway.

Notice Group C's importance. If the Hawaiian Islands are attacked, Group C changes the carrier allocations (for the better). Pessimists may ask what happens when both carriers fail their speed rolls. Bad, not fatal. Optimists count on both carriers to make their speed rolls. Good, very good. I've seen both carriers fail to make it twice. It made for two interesting games! The Japanese won both.

How about POC considerations? The Japanese "base POC" is twelve per turn: Japanese Islands 3POC, Marianas 2POC, Indonesia 3POC, South

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Chart 2.

Available Japanese Raiders

Group A	Group B	Group C	Carriers
Mutsu	*Ise*	*Shoho*	*Akagi*
Nagato	*Yamashiro*	*Junyo*	*Kaga*
Fuso	*Kongo*		*Shokaku*
Hyuga	*Kinugasa*		*Zuikaku*
Haruna	*Suzuya*		*Soryu*
Nachi	*Tone*		*Hiryu*
Takao			*Zuiho*
			Ryujo
			Hosho

Responses

to #1) (Daring Version)
HI — Groups A and C, *Akagi, Kaga, Shokaku, Soryu, Hiryu,* plus *Ise* from Group B
UM — Group B minus *Ise, Zuikaku, Zuiho, Ryujo, Hosho*
CS — nothing (or the *Hosho* if not put in the U.S. Mandate)

(Safe Version)
HI — Nothing
UM — Group A, *Akagi, Kaga, Shokaku, Soryu*
CS — Group B, *Zuikaku, Hiryu, Zuiho, Ryujo, Hosho*

Note: the carrier groupings can be reversed in the safe version only

to #2) (Daring Version)
HI — Groups A and C, *Akagi, Kaga, Shokaku, Soryu, Hiryu,* plus *Ise* from Group B
UM — Group B minus *Ise, Zuikaku, Zuiho, Ryujo, Hosho*
CS—nothing

(Safe Version)
HI — Nothing
UM — Group A, *Akagi, Kaga, Shokaku, Soryu*
CS — Group B, *Zuikaku, Hiryu, Zuiho, Ryujo, Hosho*

Note: the carrier groupings can be reversed in the safe version only

to #3)
HI — Groups A and C, *Akagi, Kaga, Shokaku, Soryu, Hiryu*
UM— Group B, *Zuikaku, Zuiho, Ryujo, Hosho*
CS—nothing

to #4)
HI — Group A minus *Mutsu,* Group C, *Hiryu, Kaga, Soryu,*
UM— Group B, *Akagi, Zuikaku, Shokaku, Zuiho, Ryujo, Hosho,* plus *Mutsu* from Group A
CS — nothing

to #5)
HI — Groups A minus *Mutsu,* Group C, *Akagi, Shokaku, Zuiho, Hosho*
UM— Group B minus *Furutaka, Kaga, Zuihaku, Soryu, Hiryu, Ryujo,* plus *Mutsu* from Group A
CS — nothing

to #6)
Same as #4 above with the possible exception of putting the *Hosho* in the Coral Sea.

to #7)
Same as #5 above only Groups A and B remain unaltered.

to #8)
Same as #5 above.

to #9)
Same as #3 above.

to #10)
Same as #5 above except the *Hosho* and *Ryujo* reverse places.

to #11)
Same as #3 above.

to #12)
Same as #10 above.

to #13)
Same as #4 above.

to #14)
Alter Groups A and B slightly; should be no more than a one or two ship change. Exchanging a cruiser for a battleship, a cruiser for another cruiser, or a battleship for another battleship are all minor, acceptable changes. When changing carrier placements though, be careful. Changing carriers with different speeds is usually okay, but changing carriers with different air factors may not be.

Pacific 2POC, Marshalls 1POC, and Central Pacific 1POC. This is the perimeter and its protected areas. The Allied base POC is two: one POC for the Bay of Bengal and one POC for the North Pacific.

The three contested areas are worth seven POC to the Allies and six to the Japanese. The difference being the Hawaiian Islands is worth two POC to the Japanese and three to the Allies.

If the Japanese control all three contested areas, the total POC swing would be +16 Japanese; Japanese 18 (12 base plus 6)—Allies 2 (base). The two turn total would be +23 Japanese. Game over The other extreme would be the Allies controlling all three areas. Then the POC swing would be +3 Japanese; Japanese 12 (base)—Allies 9 (2 base plus 7). The two turn total #10 Japanese. These two cases should not happen, except where incredible luck or foolishness is involved.

In the above considerations, notice the term is controlling the area, not winning it. There is a difference. One side can win an area, but not get POC for it. It may seem that both sides lose in this situation. Not true. The Japanese win in standoffs, where no one controls one of the three contested areas. In other words, a tie is as good as a win for the Japanese.

Why it this true? Chart 3. shows the most probable POC results considering combinations 1-14.

Chart 3.	
1) Japanese control two areas Allies control one area	+2 Japanese (if Hawaiian Islands Japanese controlled) +1 otherwise
2) Japanese control one area Allies control one area One area uncontrolled	+1 Allies (if Hawaiian Islands Allied controlled) Even otherwise
3) Japanese control one area Two areas uncontrolled	+2 Japanese
4) Three areas uncontrolled	Even
5) Allies control one area Two areas uncontrolled	+3 Allies (if Hawaiian Islands Allied controlled) +2 otherwise
6) Allies control two areas Japanese control one area	+3 Allies (if Hawaiian Islands Allied controlled) +2 otherwise
7) Allies control two areas One area uncontrolled	+5 Allied (if Hawaiian Islands Allied controlled) +4 otherwise
8) Japanese control two areas One area uncontrolled	+4 Japanese

The two extremes listed earlier can be added on to the bottom of Chart 3.

Of these ten possible results, only number one and two are realistic possibilities. Which means the POC swing for the Japanese will range from –1 to +2 for the contested areas. Since the difference between POC bases is ten (12-2), then the average gain for the Japanese should be 9-14. Making the turn two total 16-21.

The way of this is quite simple. The Americans have to worry about ship losses as well as POC, as well as controlling their home areas in terms of movement. Going back to combinations 1-14, the Americans only have several choices of what to do with their raiders. They can put them all in one area and fight it out, or they can split the force into two

groups and fight in two areas. Avoiding a fight and attacking the perimeter is not a viable solution. The Japanese would get the six POC for the contested areas, and the Allies cannot make that up except by attacking (and controlling) Indonesia and the South Pacific. And even if successful in this venture, there would be severe movement problems in turn three because of the loss of the Hawaiian Islands, U.S. Mandate, and Coral Sea. Attacking only in the area with the smallest Japanese force (the one with four or five ships) is bad for the same kind of reasons; not enough POC gain and few Japanese losses. Knowing this is one more reason the Japanese should make the Hawaiian Islands one of the two areas for their main attack. This pressures the Americans to fight it out (because so much more is at stake).

So, the Americans must fight, the only real choice being whether to do it in one or two areas. Fighting in one area will give a probable victory. The Japanese with still gain POC but a tactical defeat (destruction of many Japanese ships) is likely. Fighting in two areas risks losing both areas, and ship losses will be high on both sides no matter what the results. The best choice for the Allies seems to be contesting just one area.

Now, when I say choosing to fight in one or two areas, I am not forgetting about patrolling ships and land-based air already in all three areas. There will almost always be a battle in all three areas. But the U.S. decides how many main events there will be—one or two.

From the Japanese point of view, ships lost in turn two are a sacrifice to winning the game. As long as Allied ships go down at the same time, even if the losses are not equal, things will be going as planned. And there is the rub. The more Allied ships that go down, the less meaningful POC becomes to the Japanese. U.S. hopes go down with their ships. This is the Japanese primary objective and why an aggressive strategy is needed. Moving second is the biggest Allied advantage. Therefore, the Japanese must do everything possible to nullify this by dictating the Allied moves, forcing the Allies to fight before they are ready, and thus depriving them of their offensive firepower in mid-game when the full arrival of Allied land-based air has steadied their defense.

After the raiders are placed, put the I-Boat in the area with the most Allied carriers. Never put it in an area with no carriers, even if the contest there is close and the I-Boat might be the difference. If Allied carriers are in two or more areas, then choose the closer contest and put it there.

The best thing that can happen in a major battle on turn two is a day and night combat round. This will guarantee lots of destruction to Allied ships. And usually, if the damage has been done, the Japanese can retreat after one such round if outnumbered.

In day rounds, always fire at Allied carriers, not land-based air unless that's all that is in an area (or all that's left). Do not waste air factors on surface ships either. If you have twice as many carriers as the Allies, this rule still apples. Use two on each.

In night rounds, attack Allied cruisers. Attack battleships only if they are already heavily damaged. The cruisers are vital to the Allies since there are few replacements for these ships. And without cruisers in turns six through eight, the fast Allied carriers will have no mobile screening force. Most battleships are too slow, at best being chancy when moving three areas.

If there are excess Japanese surface ships, hit Allied carriers with them. Use battleships as the excess ships to hit the carriers, giving you four or five shots.

After the round, use the I-Boat against any remaining carrier. If there are none left, attack something that can be sunk with one shot; a cruiser

or a damaged battleship.

The general rule in a major contest is to choose day combat when Allied carriers are involved. The exception is when you have excess surface ships. If the Allies have excess surface ships, it will be important to have a day combat first, or your carriers may be attacked in a night round before they get off their shots. Losing carriers to sink Allied carriers is acceptable. Losing them before they get their shots off is not.

Possible Turn Two Air Battles

1) Allies

5 CVs	20 (+1)
3 lba	6

vs.

Japanese

4 or 5 CVs	9-19(+1)

Not as bad as it looks. Two areas are won already since the Allies have chosen to fight in only one. More important though, you'll get shots at four or five Allied carriers. If at least three of these go down, classify this as a major victory, even if all your carriers are lost. The I-Boat gets a shot too, and the *Kaga* and *Akagi,* if present, take more hits than the Allied carriers, and have more chance of survival. The Allied carriers with an armor factor of two sink very easily. Retreat after one round of combat though.

2) Allies

3 lba	6

vs.

Japanese

4 or 5 CVs	9-19(+1)

Have no fear. No exact figures here. None are needed. Close enough is close enough. Five carriers against three land-based air is almost cruel. The Allies will only have three land-based air again on turn three, cause these three have had it.

3) Allies

1 lba	2
2 or 3 CVs	8 or 12 (+1)

vs.

Japanese

4 or 5 CVs	9-19(+1)

This will mean the Allies are chancing attacks in two areas, in both of which they will be at a disadvantage. Just average luck will do all the Allied carriers in.

There are many more possible battles, but the basics are the same. Sink carriers and cruisers. Ignore land-based air and surface ships unless that's all there is. Retreat after one round if outnumbered. Otherwise, stay till it's over.

Turn Two Results: +9-14 POC Japanese
+16-21 POC total Japanese
2-4 Allied carriers sunk
5-15 Allied surface ships destroyed
3-6 Japanese carriers lost
4-12 Japanese surface ships destroyed
Allied land-based air losses ?
No Japanese land-based air losses

Return *Oi* and *Kitakami* to Yokosuka. Return the rest of the fleet to Truk. Severely damaged ships (and all damaged carriers) should go to Yokosuka for repair.

TURN THREE

This is the way the fight has gone so far. In round one, you landed a myriad of jabs, but only one solid blow. In round two, more jabs plus several hard shots. Now, with the opponent dazed

and stumbling, his guard completely down, you must end the fight. Three knockdowns is in effect. The doctor can also stop the fight. He'll try hard to clinch and hold, and hang on, so watch it. Finish him.

I could say that turn three is similar to turn two and leave it at that, but that would be unfair. Besides, though the strategy is similar in concept, much has changed. Lots of ships went down and that changes the allocations (and all the numbers). Further, the Allies should have some movement problems because of Japanese controlled areas.

Patrolling ships and land-based air should be placed as follows:

Japanese Islands—*Oi*
Marianas—*Kitakami*
Indonesia—21, 22, 23 AirFlot
South Pacific—24 AirFlot
Marshalls—25 AirFlot
Central Pacific—26 AirFlot
Hawaiian Islands—2-4 ships (cruisers and possibly one battleship)
U.S. Mandate—2-4 cruisers
Coral Sea—2-4 cruisers

Note that no ships are placed in the Aleutians.

The land-based air in Indonesia can be reduced to two units if the British attacked last turn and lost one or more carriers. Of course, if they fought, you may not have all six land-based air units left. If this is the case, Indonesia is still the number one priority. Guard the Central Pacific and Marshalls with surface ships if necessary. The *Yamato* (reinforcement) has a chance to make the Central Pacific as a patroller.

Ideally though, land-based air will guard the whole perimeter. This frees all the surface ships for raiding. The Allies have too few carriers left to gamble an attack on the perimeter.

If the Allies have ships at Dutch Harbor, put the *Yamato* in the Japanese Islands. A cruiser may also have to be added in the Marianas for safety.

Sasebo Marines and Yokosuka Marines (replacement at Turk) go to the Coral Sea and/or South Pacific. They threaten Guadalcanal, Port Moresby, and New Hebrides. They are not needed in the Hawaiian Islands or U.S. Mandate. If the Japanese controlled one or both of these areas on turn two, they are threatened by encirclement. Kure Marines (reinforcement) go to the Aleutians, unprotected, or stage to Truk via the Marianas. In the Aleutians, they threaten Dutch Harbor and become one more irritant to the Allies during the turn.

The strategy is to draw the Allies out again into another fight. I won't go into all the American options because their force size is varied dependent on the results of turn two. His choices are quite limited though. He must fight in any area(s) that were Japanese controlled last turn or lose a port(s). Movement problems caused by Japanese controls may also give no choice as to where some or all of his ships can fight. The British will fight this turn in Indonesia if they didn't last turn or if they have carriers left, because removals begin in turn four.

After seeing the Allied patrolling ship and land-based air placements, decide where to raid. Pick two areas again except in unusual cases. Split the force into two equal groups with equal carrier strength. Take into account, however, what ships the Allies can get to what areas. Less battleships, less total screening ships, and less carriers may be warranted in one area or another.

Remember the *Hiyo* (reinforcement) can only make the Hawaiian Islands, and only has a fifty percent chance of doing that. It may be better to put it in the Central Pacific or Aleutians. Of course, it will need a screening force of at least one ship in these cases. In the Aleutians it will make the Kure Marines a tougher target. The Central Pacific may be better though, especially if there is no land-based

air there. In fact, a viable alternative is to put an extra land-based air unit in the South Pacific or Marshalls and use the *Hiyo* and *Yamato* to guard the Central Pacific.

The objectives are the same as turn two—POC proportionately balanced with Allied ship losses. The more of one, the less is needed of the other. The basic battle plan should be to fight to the death in all areas.

Turn Three Results: +6-15 POC Japanese
+22-29 POC total Japanese
Remaining Allied carriers sunk
Japanese carriers sunk ?
Surface ship losses ?
Land-based air losses ?
Guadalcanal, New Hebrides, and Dutch Harbor taken ?

Return *Oi* and *Kitakami* to Yokosuka. Return the rest of the fleet to Truk. Return any damaged ships to Yokosuka for repair.

TURNS FOUR AND FIVE

These turns can be either a senseless pounding of the opponent or a rest period before turn six. The British are no longer a threat. The Allies should have no carriers except the *Wasp* this turn, or possibly one other survivor.

The perimeter is impenetrable. One land-based air unit in Indonesia, South Pacific, Marshalls, and Central Pacific is plenty. The extra one or two can go in the Aleutians and/or Coral Sea (or U.S. Mandate).

Besides the *Oi* and *Kitakami,* which take up their usual stations in the Japanese Islands and Marianas, the fleet is now a raiding fleet. Wait and see how the American guards his home areas, especially noting his land-based air placements. Attack one of these areas only if there is a good chance for a victory (controlling the area), and there are Allied ships to be sunk. Otherwise, stay home and guard the perimeter.

The POC for just guarding the perimeter and letting the Allies have the rest is +3 Japanese. The perimeter is worth 12 and the Allies can get 9 with the Hawaiian Islands 3POC, U.S. Mandate 2POC, Coral Sea 2POC, Bay of Bengal 1POC, and North Pacific 1POC. That gives the Japanese +6 for the two turns and probable maximum +29 total for the game. And much of the fleet still afloat.

If you do attack, attack in the area you put the one or two land-based air, and attack with everything! No splitting the force this time. The Allies may still have movement problems too so take this into account. Pick the right area. Attacking land-based air is not healthy now, there must be more at stake. If the Hawaiian Islands and/or U.S. Mandate were Japanese controlled in turn three, one of these would be a good target. The Allies would have to defend.

Any damaged ships should take time out to repair on turn five. Marines should garrison bases such as Midway and Guadalcanal.

TURNS SIX-EIGHT

If all has gone well, the Allies face a herculean task in turn six. All those carriers will do them no good without the proper screening forces, and battleships are often too slow. There should be no advanced bases. Some of the carriers, along with many other ships, will have to move as patrollers, tipping their hand. It is not enough for the Allies to take POC away from Japanese, they must also gain the POC for themselves. The +29 POC total is formidable.

The Japanese play should be strictly defensive. Guard the Japanese Islands, Indonesia, and the Marianas at all costs. They are worth 8 POC. Fight in one (or possibly two) other perimeter area. This should cause lots of Allied ship destruction, and

limit the Allied choices again. The Allies will have more areas to attack than they have carriers for.

The land-based air placement should be as follows: Indonesia -2, South Pacific -2, Marshalls -1, Central Pacific -1. The South Pacific gets the two because it's worth 2 POC. Try to leave most on the fleet as raiders and watch the Allied patrollers move.

The POC results should be between no change and +6 Allies. At worst, the Japanese are left +23 ahead with two turns to go. Knowing that the maximum the Allies can pick up in one turn is +17, play the POC.

In turn seven. guard what you can without risking losing every area you're trying to hold. If you can only guard one area, that's better than nothing. Constantly count the POC possibilities. The Allies may have problems getting patrolling ships to some areas and will have a possible maximum POC gain of less than +17. Turn eight should not be necessary if the game has been played well.

OTHER STRATEGIES

Some players prefer the strategy that stages the Yokosuka Marines to Truk on turn one. On turn two, they move to the Hawaiian Islands in an attempt to capture Johnston Island. If successful, this allows Japanese land-based air to be placed in the Hawaiian Islands (along with the carrier force) on turn three with the intent of capturing Pearl Harbor by encirclement. My argument against this strategy is five-fold:

1) The Marines are excessive because if the attempt to control the Hawaiian Islands is successful for two turns, Johnston Island and Pearl Harbor are both captured without marines.

2) Even if Johnston Island is taken (no sure thing), there won't be any land-based air to spare from perimeter guard duty on turn two.

3) Midway may not be taken at all by the Japanese and will become a thorn in the side for the whole game. Turn one is the easiest turn to capture it.

4) This strategy limits the Japanese options too much. A threat against three areas makes it a lot tougher for the Allies. Also, when attacking Johnston Island, other areas may be left open for the Allies to attack, especially with the proposed three land-based air units gone from the perimeter.

5) There is not enough POC gain involved. The Japanese gain the most POC in turns two and three and giving up this chance is foolish. If the Allies recapture Johnston Island or hold the Hawaiian Islands, the lost POC will hurt.

Another strategy I've seen quite a bit of is the attempt to capture Australia, done by attempting to control the Coral Sea and Indian Ocean for two turns. I have yet to see it succeed, and it shouldn't with a competent Allied defense.

First of all, this brings the British into the game, which means extra air power and lots of extra surface ships for the Allies. Second, after the first turn of such an attack, there is no surprise involved in the second turn. No choices. Third, the POC gain is definitely inferior.

From the preceding, you may think that I believe there is only one acceptable strategy. Not true. The strategy put forth in this article did not come about overnight. It developed through a number of quite traceable steps. And I was not solely responsible for the final product. Friend Bob Beardsley and I refined and modified the Japanese strategy through many, many games, finally arriving at this ultimate form. Along the way though, the Japanese were still winning their share of games.

In the very beginning, it was just a matter of establishing the perimeter and then raiding into one area for a few turns. As I look back at this now, I believe the lack of aggression was caused by the

sight of the Allied turn six reinforcements. The fallacy of a passive-defensive strategy though is that you wind up giving the other player all the options. You play his game, not yours.

One strategy which enjoyed limited success was attacking the British in turn two. Severely outnumbered in air power, their battleships went down before getting any shots off at the Japanese screening force. The Americans, too far away to help, were forced to raid into the perimeter or do nothing. And since the British were defending, Indonesia was guarded less vigorously, leaving more land-based air against the American attacks. The Bay of Bengal and Indian Ocean gathered four POC for the Japanese and Ceylon was threatened by encirclement on turn three. Further, since the British had been reduced, the Japanese had enough ships to fight the Americans as well in turn three.

The initial development of real significance was Bob's use of solely land-based air to protect Indonesia, a complete turnaround from the preceding. The British were suddenly out of the game. This freed practically the whole Japanese fleet for raiding. The next step was experimenting with attacks into the Hawaiian Islands.

The beginning of the TKO strategy though, was in a wild, open affair that can only be described as attacking everywhere at once. I put two cruisers as patrollers in each of the following five areas: Hawaiian Islands, U.S. Mandate, Coral Sea, Indian Ocean, and Bay of Bengal. After the Allies tried to contest everything, I chose two or three areas to fight in with my raiders. Tremendous ship losses for both sides was usually the result.

It is not hard to see how this was refined into TKO. The everything strategy was surprisingly effective. And the first few times had tremendous shock value, if nothing else. Only with experience did Bob and I learn to play the Allies correctly. There were just too many choices to be made. The thin red line of ships all over the Pacific was too inviting. For the Allies, they were inviting disaster. But for the Japanese it was great, lots of ship losses, POC gain, and an intact perimeter.

Other developments included the lessening importance of the Central Pacific, which we had believed to be the key to the game earlier, because it gave access to the Japanese Islands. The Aleutians and North Pacific, which had also seemed vital as protection for the homeland, lost all importance and no longer were contested with either Marines or ships as they had been in early games. Finally, Japanese ship losses became acceptable as a trade-off for POC and aggressiveness.

And, first and foremost, TKO is an example of winning with aggressive play. It is also an example of how parts of a game's mechanics relate to each other. Area consideration must be balanced with ship losses and overall POC gain, as well as the overall strategy.

The last development I want to mention came about after TKO was solidly established as the Japanese strategy. And, though it was intended as the counter to the first strategy I mentioned (where the Japanese take Johnston Island with the Yokosuka Marines and then take Pearl Harbor by encirclement on turn three with the help of land-based air), it has relevance to TKO as well.

The object for the Allies is to control the Marshall Islands on turn two. On turn three, the Japanese then could not get to the Hawaiian Islands with patrolling ships from Truk! Further, the Allies threaten to capture Kwajalein and Maloelap by encirclement on turn three. The result of that being Allied land-based air in the Marshalls for the rest of the game.

Obviously, the Japanese must counter this Allied counter. There are several ways to do this. One is to disregard the Hawaiian Islands and go for POC in the U.S. Mandate and Coral Sea. Capturing these still fulfills the objectives of TKO (two out of the three main areas). A second possibility is to put a few patrolling ships in the Marshalls and back these up with raiding carriers. However, this may waste ships if the Allies choose to disregard the Marshalls. Also, if the Allies do fight, they have the last word and no amount of Japanese ships (without becoming ridiculous) will assure protection of the Marshalls. A third possibility is to sluff off a land-based air unit or two from Indonesia/South Pacific. This may require additional forces in either or both of these areas, meaning ships, and that goes against the general TKO principles. Still, it may be worth a try.

If the Marshalls does become the first major battle of the game, it is just as good to fight it here as anywhere else. A major battle is a TKO principle. Balancing the possible loss of this battle is the reduced American strength left to guard the big-three areas.

Two points to remember. Don't get too annoyed about this move. Treat it as an irritant, no more. But, *on no account* let the Allies control the Marshalls on turn three after they have done so on turn two. Modify TKO to prevent this when necessary. If you've played turn two correctly, a sidestep here won't matter much anyway. This Allied strategy can make some games closer, but shouldn't change the outcome.

SOME FINAL BASICS

Remember that only patrolling ships and land-based air can control an area. If you know you'll have to retreat after one round of combat, attack the controlling units in the area. Of course, like everything else, this must be balanced with the value of attacking these units versus attacking other units present. Example: attack carriers present before land-based air even though it gives control away in the early turns, but do the opposite in the later turns.

If you have to retreat and the Allies have only one carrier, split your force into at least two groups. Then, when the carrier chases one group, split this group again. This will give the carrier the least targets possible.

Consider your cruisers superior to Allied cruisers, because of the attack bonus and armor factor/speed advantages. Consider your battleships inferior to most Allied battleships. Treat carrier exchanges as victories.

A COMMENTARY ON LUCK

The war in the Pacific during WWII provided some of the most vivid examples of luck and incompetence of any war.

Planes attacking friendly ships, planes attempting to land on enemy carriers, ships colliding, and scout planes reporting cargo ships as enemy carriers were all a part of the conflict. At sea, finding the enemy was as tough as defeating him. The weather and command decisions were equally unpredictable.

Luck always plays a large role in battle. And so it should also play a role in games. The die is the great equalizer. It is the creator of realism. The unlucky will complain about the die. Good gamers will learn to use it, especially against the complainers.

Psychology is allowed in games. When an opponent thinks you are lucky, you start every game with an edge. Nonchalant it when you throw a streak of sixes. Sluff off a string of bad rolls as trying to give the guy a chance. Add fuel to the flames by agreeing with your opponent that he's unlucky.

VICTORY IN THE PACIFIC is not a game of luck. In nine out of ten games, the die rolls will even out. Minor setbacks by luck will be balanced by minor victories. The die is just a tool with which a good game is built.

PLAY BALANCE OPTIONALS

1. Make the Indian Ocean worth 1 POC to the Allies.

2. Make the South Pacific Ocean worth 2 POC to the Allies.

3. Use the limitations on the Japanese Pearl Harbor raiding force (maximum of ten ships may be used).

4. The Japanese must station one carrier in Indonesia and the Japanese Islands on turns 1-5 (at least one CV in each of the two areas), and there must be at least two ships stationed in the Japanese Islands on each turn of the game (this can include the one CV). These are minimum requirements only; other ships can be stationed in these areas as well.

5. On turn one, Allied carriers (from the groups uncertain) appearing in the Hawaiian Islands get one free round of day combat before any other combat is resolved, if the Allied player elects not to retreat from the Hawaiian Islands. The 7th AF may also take part in this free round if it was not eliminated at Pearl Harbor. Note that not even the I-Boat may fire before this free round of day combat.

6. Neither side may receive POC for an area in which there is only one controlling unit. There must be at least two such units. The two qualifying units may be any combination of patrolling ships and/or land-based air. One controlling unit at the end of the combat round is still enough to control the area, as long as there were at least two such units at the begining of the combat round.

The first three options are self-explanatory and are the simplest ones to utilize. Number one is particularly effective and adds some importance to the British while making the game a thirteen area game, not just a twelve (since the Indian Ocean gets ignored a lot).

Option four is restrictive, but not overly so. Indonesia was vitally important to the Japanese because of its oil and other resources. It is not ahistorical to mandate a carrier be stationed there. There was, in fact, a carrier stationed there (or nearby) throughout the war. The Japanese Islands is important for obvious reasons. It is far from preposterous to mandate two ships to this area. It was rare, if not non-existent, that a lone cruiser stood guard over the homeland, which is what frequently happens in the game.

The required carrier in Indonesia will affect the game considerably. The Japanese player may feel uneasy about a lone carrier in a sea area, with or without land-based air. A night combat round would almost surely mean its destruction. So, the Japanese player may feel compelled to station one or more surface ships in Indonesia as a screen. This, in turn, brings the British into the game. The sole use of land-based air to protect Indonesia makes the British insignificant, and sole use of land-based air in Indonesia is the best Japanese strategy. The British player may make one foray with three or four carriers, but after that the Japanese land-based air stands uncontested. The American carriers will be too busy elsewhere before turn six or seven. Further, the required carrier may change the Japanese strategy in Indonesia altogether. With the British threat, the Japanese player may garrison Indonesia with ships and no land-based air, using the air in the other areas.

The fifth play-balance option will make the Japanese decision to stay at Pearl Harbor after the initial two day combat rounds a lot tougher. This is historical because this is exactly why the Japanese retreated. They just didn't know where the American carriers were. U.S. planes catching the

The Tory and Indian War

by Vincent O'Neil

"He has incited domestic insurrection amongst us, and has endeavoured to bring upon the inhabitants of our frontiers, the merciless Indian Savages, whose known rule of warfare, is an undistinguished destruction of all ages, sexes and conditions."

The Declaration of Independence

It was strangely prophetic of the Declaration's authors in July, 1776 to list the two grievances of Tories and Indians in the same sentence, for at the time of its writing no one in the Colonies could have known how linked the two issues would become. Even for twentieth century players unfamiliar with the *1776* scenarios containing Indian units, it would seem clear that with some minor assistance to the ill-fated Burgoyne expedition, the Indian contribution to the British was minimal and their contribution to the Tories nonexistent. Even though the Indians seized the opportunity to go to war when the regular troops were off fighting the British gives no indication of British contribution, intentional or otherwise. As harsh and terrifying as these days must have been on the frontier, they were still only the frontier. As far as the real war went the Indians took no part, and made no distinction between Tories and any other colonists.

Actually, the Indian contribution to the British was large, Tory-oriented, and had it been handled correctly could have caused the end of the Independent States.

The British were ideally setup for Indian war with the colonists in 1776. Unlike the French and Indian Wars when they had few friends among the native Americans, they had good friends in the Indians of the Six Nations. These tribes of Central New York, the Mohawks, Oneidas, Onondagas, Cayugas, Senecas, and Tuscaroras had been steadfast allies of the crown; valuable because of their unique situation. Not only were they the only American Indians definitely allied with each other, but they were also considered the most fierce by their enemies. Through the wise handling of Sir William Johnson, agent for the English, these Indians had been allied with England. This friendship alliance continued even after Sir William's death early in the Revolution extending to his son John, commander of a Tory unit called the Royal Greens. With the friendship of the English educated Joseph Brant, a Mohawk with a large following, John Johnson easily convinced the Indians to enter the war on the British side.

Even Johnson had a bit to learn about the fighting abilities of the Indians, however. Some acted as guides for Burgoyne, but merely served to arouse animosity among the settlers; an animosity well manifested by the hoards of American riflemen at Freeman's Farm. These guides would shoot a few of the settler's cows for their bells and run at the first volley from Stark's militiamen.

The performance of the Indians at the siege of Ft. Stanwix was somewhat brighter. They held the garrison imprisoned with low provisions and had a good chance for victory until a relief force came. Even this began well for the Indians and their Tory fighting companions, because the relief force ran straight into an ambush and was completely surrounded. The battle ended with both sides bloodied and the relief force turned back, but the Indians' camp had been raided in their absence and they broke off the siege.

Though these beginnings were disappointing, they did tell the British and Tories just what the Indians could do. Their style of fighting was not fitted

THE TORY AND INDIAN WAR—1778

AT START JULY, 1778

BRITISH
4/BR, 1/TM, 2/S, 1/F: Oswego
1/TM, 2/I, 1/S: Painted Post
2/I: Owego
1/TM, 1/I, 1/S: Unadilla

AMERICAN
1/RM, 1/S: Wyoming
1/F: UU29
1/RM, 1/S, 1/F: Ft. Stanwix
1/RM: DDD35
1/F: DDD36
1/RM: FFF34
4/COM: one each at Wyoming, XX34, DDD35, and FFF34

REINFORCEMENT/TIME RECORD TRACK

BRITISH	1/TMd: Oswego	1/S: Unadilla	1/TM: Painted Post		1/I: Painted Post				
move first									
(1) **JULY 1778**	**(2)** **AUG**	**(3)** **SEP**	**(4)** **OCT**	**(5)** **NOV**	**(W)** **WINTER**	**(6)** **MAY 1779**	**(7)** **JUNE**	**(8)** **JULY**	**(9)** **AUG**
AMERICAN			1/RMd, 1/S: Albany	1/RM, 1/S: Albany		4/CA, 1/S: Albany	3/CA, 2/RMd, 1/S: Easton		

VICTORY CONDITIONS

1. The player with the most points at the end of the game is the winner.
2. Players receive points for the following.

British:

a. Destroying a Commerce (COM) counter—2 points
b. Destroying Fort Stanwix—3 points
c. Destroying Another American Fort—1 point

American:

a. Destroying an Indian Village (Painted Post, Unadilla or Owego)—3 points
b. Destroying Oswego—4 points

SPECIAL RULES

1. Concealed Movement—Tories and Indians only.
2. British Regulars in Oswego cannot move, but can be attacked.
3. NO COMBAT or MOVEMENT is allowed during the Winter Turn. Indian and Tory units may remain where they are or start Turn 6 in Oswego or any Indian Village.
4. The Indian units that begin the game in Owego cannot move until they are attacked by American units: they represent neutral Indians.
5. The Indian unit that enters the game on Turn 6 is a replacement. If no Indian units have been eliminated, it is lost.
6. Forts are destroyed as per the normal rules. COM counters and Indian Towns are destroyed as per Scenario #4 Special Rules.

AREA OF PLAY
NORTH section of mapboard is used in its entirety.

SUGGESTED OPTIONAL RULES

Forced March: both sides may use the Forced March Optional Rule.

to combat with regular troops or long, drawn out campaigns. Theirs was a warfare of striking, burning, and, above all, looting. Johnson and Brant now switched their headquarters to the British Ft. Niagara on Lake Ontario, where they were joined by another noted Tory, John Butler, with his Tory Rangers. There they plotted a spring offensive in an area where the Indians could conduct their kind of war. The Indian contribution was about to begin.

The first target chosen was the Wyoming Valley in Pennsylvania, a collection of sleepy hamlets which had sent most of its manpower off to fight the British. Against this vital Colonial supply source was a force of 400 Rangers, Royal Greens and other Tories with 500 Senecas under Joseph Brant. The settlers, though forewarned, could only raise a force of 300 old men and boys against these experienced frontier fighters. At first this force and the settlers holed up in Forty Fort, an old stockade where they would be safe from the raiders. However, they knew that their homes and crops would be burned in their absence, and chose to fight the invaders instead. The small group deployed in the open, and almost all 300 were killed when the Indians and Tories fell on them. The remaining inhabitants then fled to a nearby swamp, where most died, while the raiders burned and looted the valley. The date was June 30, 1778, and the event would go down in history as the Wyoming Massacre.

Brant, fired by this success, soon led a smaller force of 150 Senecas and 300 Tories against the Mohawk Valley settlement of German Flats, New York. The settlers, warned of their approach, were able to escape, but their homes were all burned and their livestock driven away to the Indian village of Unadilla, fifty miles away. It was early September.

The inhabitants of German Flats had been dealing with such raids since the settlement's beginning, and made a reply on October 8, 1778. The Indians of Unadilla were forced to flee while the settlers burned the entire village except for two buildings and drove the livestock away.

Johnson and Butler would be proven correct in their observation that the Indians had poor staying power for long campaigns. Enraged by the burning of Unadilla, the Indians decided to retire for the winter and set off for Ft. Niagara, where they would receive provisions from their English friends.

On the way they ran into Walter Butler, John's son, who was planning to raid Cherry Valley, New York, with 200 Rangers. Before retiring for the winter the Indians decided to accompany the Tories. Cherry Valley was a small settlement with a fort built by Lafayette garrisoned by a regiment of militia. Although warned of the invaders, the militia troops unused to Indian warfare neglected to guard an old trail leading into the village. Butler and his men came down that trail under cover of heavy fog, achieving total surprise. The garrison was destroyed with the exception of those who made it to the sanctuary of the fort, the only structure to survive the burning. It was November, 1778, and the event would be called the Cherry Valley Massacre.

At this point in the frontier war two things of great importance occurred: the Indians and their Tory friends retired from their depredations to the hospitality of Ft. Niagara, and the threat to the Wyoming supply source became known to General Washington. His retaliatory order was quite explicit, as he ordered Generals John Sullivan and James Clinton to take two expeditions and destroy the Six Nations. His written order was that the land of the Six Nations was "not to be merely *overrrun* but *destroyed.*"

Clinton's contingent started out from Albany in the summer of 1779 while Sullivan's started from Easton, Pennsylvania. Eight thousand soldiers were employed, either regular Continental troops or militia units with Indian fighting experience. In August they would meet their only military opposition from Brant and Butler with a mixed force of Senecas and Royal Greens near present day Elmira, New York. It was here that the Tories found that the Indians were not the only ones who could not stand against regular troops, as the force was completely routed, and the land of the Six Nations was left open to the invaders.

Sullivan and Clinton obeyed Washington's orders to the letter, burning every Indian settlement they came across. Their main targets were the Indian food supplies and fields, and these were destroyed with the towns. Many of the expedition's officers kept journals of the grueling and dangerous work, and described the towns of the Six Nations in great detail. These were not migratory collections of hovels, but actual log buildings built on an ordered plan with well kept orchards and fields to enhance their beauty. The land itself was considered unequalled in New York by many, and a large number of the area's future settlers would be former members of this expedition.

On October 15, 1779, Sullivan wrote to John Jay that the expedition's work was completed. They had burnt forty towns, the inhabitants of which had all fled, and destroyed 160,000 bushels of corn. The land of the Six Nations had indeed been destroyed.

However, just as the Indian raids had not driven the settlers from New York, neither did the Sullivan expedition drive the Iroquois from their fertile valley. Neither Sullivan nor Clinton attached any importance to the fact that they had not taken a single prisoner, and neither felt this would detract from the logistical victory. Even Washington, who understood the threat to his supplies, failed to understand that the Indians would be even more inclined to destruction after the expeditions.

Brant and his people would spend a very depressing winter at Ft. Niagara, totally dependent on the British. Once the spring of 1780 came, however, they were ready to spread even more destruction in the settled valleys than before. It seemed that the settlers, deprived of the armies of the previous year, would soon face more massacres such as had occurred at Cherry Valley and Wyoming.

The settlers would face quite a menace from the raiders for the rest of the war and even a short time after that, but the threat to Washington's supply base was ended by the Sullivan and Clinton expeditions. The bases from which the Indians had raided from were now destroyed, and would take years to rebuild, years the Indians did not have. The militiamen of the expeditions had shown themselves to be more than just as vicious as their Indian and Tory opponents. They had showed that in a real war there would always be the same end, regardless of the beginning. The most damaging result of the expedition was the least expected in that the Indians realized that the British were powerless in their section of the New World. The British could only furnish supplies and encouragement, and the Tories were not strong enough militarily to prevent the Colonials from doing what they had done. In short, the fight had gone out of the Six Nations.

Brant and his vengeful Senecas would continue to raid, but their frontier victories were small and of no consequence to the war. The Tories would aid them until the British became bottled up in New York and Yorktown and then, when the end was near, they would depart forever.

The Alliance of the Six Nations was of no use even to itself, after the Continentals' retaliation. It slowly broke up, and the Six Nations came to an end. It would not be long before the new nation which they had opposed would remove them from their fertile lands, and the Iroquois name would be but a memory in New York.

Although the special rules of this scenario are basically self explanatory, the reasoning behind some of them is not so obvious. Even with the preceding historical data, it seems strange to include two years of intermittent raiding with campaigns such as Yorktown and Saratoga.

However, the Designer's Notes in the rulebook of *1776* state the importance of controlling the Wyoming Valley to the Colonial war effort. Though referring to the Campaign Game, control of Wyoming is tantamount to control of Pennsylvania. Even greater evidence of Wyoming's importance is the fact that Washington would tear himself away from the British armies long enough to outfit an 8,000 man expedition, not to mention the use of those 8,000 men, sorely needed in the real fighting.

As for victory conditions, the nature of the war must be remembered. Due both to numbers and the Indian style of fighting, this was not a campaign aimed at inflicting casualties. The main point of each Indian and Tory raid was to destroy the crops of the settlement along with as many of the inhabitants as possible, both to give the Indians something tangible to brag about and to discourage rebuilding of the settlement. The colonials followed much the same rule, though for different reasons. While the Indians and Tories were trying to destroy sources of supply and those supplies, the colonials were trying to destroy the Indians' operational bases.

The point system is based on the relevant importance of each settlement, both to its defenders and its attackers. While the Indians would always seek to destroy colonial settlements, the number of these made them worth less individually. The colonists, on the other hand, won their war against the Indians by burning every Indian town from Unadilla to Niagara. The Indians' towns are fewer and of much greater importance to the Indians, and so are worth more.

In short, the scenario is geared to that which it depicts; guerilla warfare. The point of the game is to scorch as much enemy earth as possible, to deprive the fighting units of supplies and operational bases.

Concealed Movement

Indians and/or Tories can utilize concealed movement in a friendly movement phase.

Units must travel in groups with a total of no more than one combat strength factor. No more than two such groups may use the exact same route in the same movement phase.

Units using concealed movement may not pass through a hex adjacent to an inhabited enemy town or any unit of the Continental Army, Militia, or Militia Dragoons. An inhabited town is one either occupied by an enemy unit or not destroyed by the Tories or Indians. Units passing adjacent to such a hex must be revealed by the British player. *Exception: See Concealed Combat.*

The British player announces which unit or units will use concealed movement in that movement phase. American player and British player log the whereabouts of each of these units. After this, each unit using concealed movement is removed from the playing board.

The British player logs each unit's move for each turn that it travels using concealed movement, listing the hexes crossed. When a unit ceases using concealed movement the paper with his movements is shown to the American player.

The concealed units may remain concealed, either moving or stationary, for as long as the British player desires, subject to the following: Concealed units either entering a hex adjacent to an
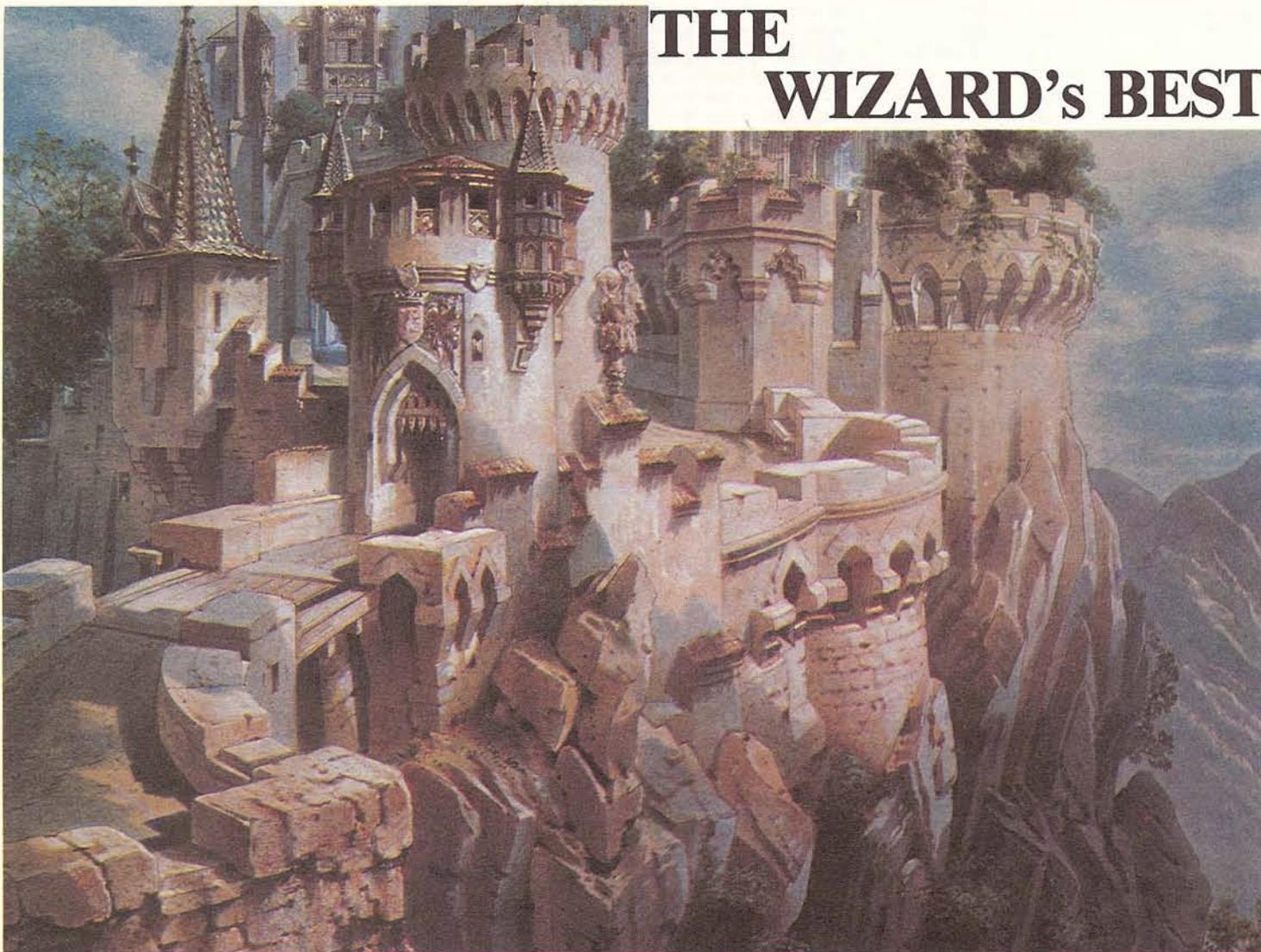
THE
WIZARD's BEST

By Capt. Bruce J. Degi

A short time ago, in a land not so very far away, I would often have to sit "alert" as part of the United States Air Force Strategic Air Command. Those of you deep into dungeon games have some idea about what it's like to pull a week of alert. But it was not without its benefits. When the briefings ended, the training stopped, and the dining room closed, we were left with hours and hours in which to do most anything. In the case of several other Navigators and myself that meant games: *SQUAD LEADER, THIRD REICH, STARSHIP TROOPERS, TOBRUK*, etc.

Our gaming became such a part of the week's activities that we soon started drawing interested responses from, of all people, the pilots. Far be it from me to start any rumors about Air Force pilots, but the simple fact remained that they could not, or would not, understand "all those rules" in the wargames. To compromise, we'd haul out a battered *RISK* set. *RISK* was, and still is, a classic game. It didn't take too long, however, until we started tampering with the rules. Before they really knew what was happening, we had even the pilots playing *Nuclear RISK* (entire armies vanishing in seconds) *Airborne RISK* (armies "dropping" behind well defined lines) or *Economic RISK* (production and R&D cycles between rounds of combat). The possibilities were endless. The game remained fairly simple and true to the basic concepts, but the added variety made each new game that much more exciting.

Fine. But what in Marnon does all this have to do with an article on AHs new release *WIZARD'S QUEST*? Everything, I think. *WIZARD'S QUEST* is one of those rare games that maintains the simplicity of a "fun game" while providing the touches of complexity that make it worth repeated playings. From my shelves of over four hundred wargames I'll pull out *WIZARD'S QUEST* anytime, to play with anyone, experienced gamer or not. It's that good.

I won't dwell on the obvious similarity of *WIZARD'S QUEST* to RISK, or even to a lesser known, but equally enjoyable game, called *EMPEROR OF CHINA*, though the basic board, setup procedures, components (1 round counter = five square counters), cards, and other game features are, if nothing else, familiar. Perhaps I should also state here that *WQ* is NOT merely *RISK* in a fantasy setting. *WQ* simply uses the elements that are worthwhile from the older games, combines them with some excellent twists and additions, and tops it all off with some nice artwork. So, I'd like to share some observations, discuss some simple tactics, and hopefully leave you with a nagging itch to examine this gem for yourself.

THE BOARD

The first thing you'll notice when you assemble the board is that the Land of Marnon is shaped much like a bagel with the hole offset to the East. On this one tiny island, your armies will have to contend with dense forests, high mountains, arid plains, rivers, lakes, tunnels, and castles. For you

staunch wargamers, the terrain *is* significant, but more on that later. The very next thing you'll notice is the quality of the artwork. Little details everywhere animate the feeling of the island: tiny dragons, miniature people, bridges, and animals. My favorite is the tiny spotted Unicorn or Giraffe in Pembroke, part of the Misty Forest. Other delightful details include a skull just inside The Great Tunnel (also in the Misty Forest), sheep on the Sheep Meade (part of Whispery Meadow), and a couple(?) around a cooking fire in Fernham (of the Field of the Fallen). Other interesting features of the board include the Dragonhead territory (which looks like one), both a stone bridge and a wooden bridge guarded by one brown and one green "soldier" (which are reversed), eight unique castles (from the circular Castle #3 to the rectangular Castle #6), and a Great Tunnel which opens into the two wooded regions of the map. From the facing of the tunnel entrances it appears that the tunnel also takes a significant turn somewhere underneath the Crystal Mountains. Other features include the Amnon River (which *does* separate Dewbury and Hidden Hollow from Melting Sands and Heatherland and Portston Moor from Sheep Meadow although it has no effect whatsoever on the Haven once it reaches the Crystal Mountains), and the Sea of Marnon (the bagel's hole) which defines the boundary for six territories of two regions and two castles. My only wish for the board would have been to drop the Region Identification Table in the lower right corner. Since the regions are identified by both name and number on the map itself, the table serves no useful function. It

should have been replaced with a Combat Terrain Effects Table, something you may wish to do yourself.

THE COUNTERS

You have your choice of six colors for your army: blue, purple, red, green, yellow, or flesh (?). Each set is identical. The basic army piece is square and contains the outline of a battle flag. Round counters with battle flags represent five of the square ones. All of which we've seen somewhere before. But what you haven't seen before are the two large counters: a hero in armor, cloak, and helmet, carrying a shield and sword; and a sorcerer, in the required robes, generating what appears to be static electricity between his outstretched hands. Your counter mix also includes four rectangular treasure pieces; a chest, a ring, and a crown, and a blank or "worthless" counter. But there's more to the game than just the players. An additional set of black counters, with gleaming white markings, represent the race of Orcs. Two very large counters complete the participants for the game. One is Peacemaker, the wizard, his white beard and green robes offset by the golden rays from his staff and outstretched hand. The other is the unnamed, but ever-hungry, green Dragon. You can add a touch of the "homemade variant" to your game by making up six counters and assigning each player an identification number required by the turn sequence. This does not detract from the quality of the counters provided, counters which provide a degree of excitement to the game even before they're placed on the board.

THE INITIAL SETUP

There simply is no one "perfect" setup. Since players take turns choosing territories, choices are motivated by the organic nature of the initial placement process. Keep the following hints in mind, however.

(1) One plan is to concentrate your armies at the beginning. A large "Kingdom" produces several extra men for you each turn. But, you will then have to slug your way clear across the board to reach your treasure counters, and you may be too late. Don't be misled by the desire to create huge, powerful armies. The person who finds his three treasures first wins, even if he has only *one* counter left in play. So, you may want to scatter your initial forces so you can reach any region, if not territory, early in the game. The trade-off between size and power, and position, must be constantly reevaluated while placing your armies.

(2) If you are "Kingdom building," do not overlook the obvious advantage of taking Marls Gate (Misty Forest) and Earthen Pass (Ancient Forest), the Great Tunnel Spaces. Both are adjacent to castles, and since a player's Kingdom is defined by all spaces adjacent, these two territories give you *both* the power of an extended Kingdom *and* the flexibility of space. The only Region you're far from is the Golden Dunes.

(3) Consider the number of adjacent territories you select. The best protected territory probably is the Lair of the Lizard (Golden Dunes). Unfortunately this territory is adjacent to only one other territory and one castle and is hard to advance from. In contrast, the Haven (Crystal Mountains) is surrounded by seven other territories in three regions. Pembroke (Misty Forest) is surrounded by seven territories and a castle (*and* the Great Tunnel). Remember, the more territories around your territory, the easier it is for you to move in the direction of your choice. However, it is also easier for your enemies to attack you as well.

(4) The same kind of analysis may be helpful in selecting your "home" castle. The eight castles

stack up like this:

1. Adjacent to 4 territories, 2 regions
2. Adjacent to 4 territories, 2 regions AND the Great Tunnel
3. Adjacent to 4 territories, 3 regions
4. Adjacent to 4 teritories, 3 regions
5. Adjacent to 4 territories, 3 regions AND the Sea of Marnon
6. Adjacent to 4 territories, 2 regions
7. Adjacent to 4 territories, 3 regions AND the Sea of Marnon
8. Adjacent to 3 territories, 2 regions AND the Great Tunnel

Notice that the castles are quite similar in access, but some do have definite advantages (the Great Tunnel) or possible problems (the Sea) nearby. Each castle is within three territories of another castle, so while castle #1 may seem isolated, and castle #5 too close to the rest, that is not necessarily the case.

(5) Terrain *does* aid the defender in combat. So, you may wish to get your share of the forest and mountain territories, each of which adds + 1 to the defender's die range. Don't ignore the defensive benefits of being across a bridge or at the end of the Great Tunnel either.

(6) Finally, keep in mind that the Orcs will frenzy into the lowest numbered regions first. So, if you have the choice of two otherwise equal territories, you'll be better off in the one that is part of the higher numbered region.

THE CARDS

The proper use of the Petition cards during a game of *WIZARD'S QUEST* often makes the difference between winning and losing. Even a beginning bridge player can keep track of the location of all 52 cards in his deck. The *WQ* player need only keep track of 35. Another important decision is whether or not to take a card during your turn (it is optional!). Since only six of thirty five cards are "bad" and four of those merely take away one or two of your reinforcements for that turn, you should always take a card UNLESS you can't afford to lose even one reinforcement this turn, OR you haven't seen many of the "bad" cards (they must be played at once, for all to see) and the stack is growing very small. (The game also includes one "blank" card which I'll mention later.) The distribution of the cards is as follows:

Six Cards which give you extra reinforcements: two cards granting 2, two cards granting 3, and two cards granting 4.

Four Cards which give you an extra attack campaign (only).

Six Cards which give you an extra attack campaign AND reinforcements: three cards granting 1 extra, and three cards granting 2 extra.

Three Cards which allow you to move an opponent's treasure.

Two Cards which allow you to send the Dragon to the region of choice.

Two Cards which allow you to send Peacemaker to the region of choice.

Three Cards which give you one extra reinforcement AND boating privileges.

Three Cards which give you 6 reinforcements IF you have less than 7 pieces on the board, OR one extra attack campaign.

Six Cards which TAKE AWAY your reinforcements: two cards taking 1, two cards taking 2, and two cards taking ALL.

Since three cards is the maximum you can hold, consider playing the cards which allow you to move the Dragon, Peacemaker, or an enemy's treasure as soon as practical. DO NOT play the cards granting an extra campaign if at all possible. If you hold

three such cards, you will have the unique ability to conduct up to FIVE attack campaigns during your turn (three cards + 1 Normal + 1 against Dragon or Wizard). You won't forget an opponent who marches clear across the board with three or four campaigns in a single turn to win the game. There isn't a single thing that anyone else can do about it. As with most military matters, the sum of the parts here is worth a bigger whole, if held until one mass, final sweep gives you the game.

The petitions which grant a player future boating privileges are best used as threats. Generally, they are worth little to play. Finally, that blank card. Of course, it's included to replace any card which gets lost, damaged, etc. But, for those of you with just a little itch to create a homebrew *WIZARD'S QUEST,* the blank card can become most anything. We've played where each player writes down a "new" function for the card (i.e., allows you to open a third entrance/exit to the Great Tunnel in the territory of your choice, etc.) before the game starts. The blank card is then mixed in with the rest. The person picking the blank card blindly draws one of the new function slips, and can either play the card then, or keep it a secret until he decides to use it later. Drawing the blank card, in another variant, could signal a truce (a few turns of building with no attack campaigns) or the imposition of a time limit on the remainder of the game (in turns), or the random destruction of a castle. Use your imagination, anything is possible on Marnon!

COMBAT TIPS

Although the combat system is simple and fairly clean, here are a few hints.

(1) Never let your hero or sorcerer sit idly in a remote part of the board. The hero is an excellent defense against Orc frenzy, and must be attacked by an enemy force lead by a hero. The sorcerer gives you the maximum die range, and should be used whenever you *must* win.

(2) You may, in most instances, take an EXTRA attack campaign during any turn by attacking the Dragon or Peacemaker. Defeating the Dragon gives you six extra men which you can place ANYWHERE (this is better than reinforcements!) and allows you to send the Dragon to a region heavily populated by your enemies (if you used your sorcerer). An attack against the Wizard frees that region for further attacks and allows you to send him to a region heavily populated by your armies to prosper and protect them (provided you used your sorcerer). The rules allow you to make as many free attack campaigns against the wizard and dragon as you want to make. Use your free attack campaigns to your advantage!.

(3) Dirty Trick—this is completely legal, but may make your opponents a bit unhappy. If the situation calls more for hindering another player than helping yourself, consider attacking a group of Orcs (the more, the better), with your Sorcerer as the leader. Defeated Orcs can be sent (displaced) to the territory of YOUR choice. So, crowd the Orcs into territories adjacent to your opponents, if possible, to create an Orc Frenzy situation for the next turn. You gain an additional territory, and the Orcs will do your fighting for you.

FINAL COMMENTS

I feel an urge here to all but contradict everything I've written. Let me put it this way. Have you ever taken an English course and perhaps found a poem that you really enjoyed, only to have the instructor all but ruin it for you in class by concentrating only on form; Iambic Pentameter, rhyme scheme, blocking, etc? It may very well be possible to do just that to *WIZARD'S QUEST*. I have not examined the "form" of the game here in any great depth, and would hesistate to even

attempt such a thing. My final bit of advice is to *enjoy* the game, don't analyze it. Get out the beer and pretzels, admire the box cover art (there are at least two box covers in circulation, the "newer" one is breathtaking), punch out the counters, and have at. Though we're both devoted *SQUAD LEADER* fans, Don Greenwood actually admitted to me once that he preferred "simpler games" and that *WIZARD'S QUEST* was "one of the best." Sigh. Could our illustrious editor ever be wrong? Heresy!!

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AREA TOP 50

Rank	Name	Times On List	Rating	Previous Rank
1.	W. Dobson	20	2511RJP	1
2.	K. Combs	18	2494WNQ	2
3.	R. Chiang	26	2178GHN	3
4.	D. Cornell	20	2175OHK	4
5.	D. Garbutt	16	2139EGK	5
6.	P. Kemp	11	2034EEI	7
7.	D. Burdick	17	2033EDK	6
8.	F. Freeman	11	2018DEE	8
9.	T. Oleson	27	2013STZ	9
10.	J. Kreuz	13	2001FFK	10
11.	D. Barker	25	1997GHM	11
12.	L. Kelly	11	1977VVZ	24
13.	M. Sincavage	7	1962DDI	14
14.	P. Siragusa	11	1962CEG	15
15.	L. Newbury	20	1964EHK	20
16.	J. Beard	8	1952DFJ	12
17.	F. Preissle	15	1948JKT	16
18.	R. Leach	20	1933GJN	16
19.	J. Angiolillo	20	1906DGI	16
20.	B. Sinigaglio	3	1891CEE	17
21.	J. Zajicek	21	1865GJP	18
22.	R. Moore	3	1836GEB	19
23.	C. Combs	8	1831RKD	20
24.	K. Blanch	20	1922GHK	22
25.	G. Charbonneau	1	1820CEG	—
26.	B. Downing	7	1805DFI	28
27.	R. Kolkick	3	1785CDF	25
28.	N. Markevich	10	1782CEE	21
29.	D. Greenwood	19	1781FEI	30
30.	S. Martin	11	1775EGI	31
31.	C. Olson	1	1771CEH	—
32.	F. Sebastian	13	1758FHN	26
33.	E. Miller	4	1752GJN	29
34.	N. Cromartie	3	1725FFM	32
35.	W. Knapp	12	1723JLR	23
36.	W. Letzin	14	1710DEH	27
37.	S. Heinocoski	1	1709DJG	—
38.	W. Scott	14	1701GFM	38
39.	D. Munsell	13	1698FEH	34
40.	R. Hoffman	4	1697DGK	35
41.	I. LeBouef	6	1684GIO	37
42.	F. Ornskin	1	1677DFI	—
43.	D. McCarty	4	1669CEH	41
44.	B. Remsburg	1	1662CDH	—
45.	B. Schoose	2	1663DFH	46
46.	D. Tierney	3	1660DEJ	42
47.	R. Zajac	7	1659FGH	40
48.	P. Carson	11	1650ECE	44
49.	G. Smith	2	1649CCH	33
50.	J. Rarick	1	1647CFI	—

4th EDITION SQUAD LEADER RULES

The 4th Edition *SQUAD LEADER* rules incorporating those changes listed in the *CRESCENDO OF DOOM* gamette are now available for mail order purchase for $2.00 plus the usual 10% postage and handling charge. Although not necessary for play of the game (the only changes are those listed in the COD rules), purists may appreciate having these changes readily available in the proper section of the rules as opposed to having to refer back to an errata sheet or handwritten notes in the margins of earlier editions. Maryland residents please add 5% state sales tax.

BUG FORTS AND TERRAN TANKS

by Stephen Sanders and Jimmie Long

One of the biggest Bug problems is that once he gets above ground, Terran Firepower blows him away. The Arachnid can always blast somebody and move on top of him to avoid rocket attacks, but eventually the Bugs will get close assaulted to death. In order to give the Bugs some surface staying power, the Bugs may build Bug forts.

The idea that the Bugs finally get smart and begin to build forts assumes that the Terran-Bug War drags on quite a long while. After a couple of encounters with the forts, the Terrans would get smart and build a tank to destroy forts. While a tank would be slow, it would be less likely to be destroyed by the fort than a trooper would.

In designing scenarios, including forts and tanks the Bugs would get a maximum of two forts. The Terrans would get three or four tanks. While more would be fun, only three or four could be brought along due to weight and space considerations on the Terran spaceships.

A Bug fort would have a force field (probably stolen from a Bug spaceship) capable of absorbing energy and deflecting projectiles. The field could be suppressed if enough energy was absorbed by it. After being suppressed, the field would come back up at less power because of the strain on the generator. Inside of the fort would be a Heavy Weapon Gun Emplacement with its own fortifications (a tank turret).

The Terran tank would have an unlimited NUC capability in the game. This is justifiable because the longest games are only 15 turns. Firing only one NUC per turn amounts to only 15 rockets. Hopefully, the Terrans would design their tanks to carry more than 15 rounds.

For the future tank freak, the Terran tank would probably look just like a tank from this era. A turret (why turn a whole tank when you don't have to), a heavy chassy (protection of the crew and drive systems only makes sense), and treads (which go over almost anything). About the only radical change would be an anti-gravity unit or a very compact hovercraft assembly.

To emplace a fort, the Bug engineers would create a breech and remain in it for two special func-

tion phases. In the second special function phase, the fort is emplaced and may begin firing. This setup time represents the time it takes to get the gun emplaced and get the force field working. The takedown procedure is much the same as the setup procedure. The Bug engineers would move under the fort for two special function phases and in the second, the fort would go underground.

A fort defends with 100 which decreases 25 every time the field is suppressed. The Terran NUC rockets attack a force shield with a strength of 24. HE rockets are ineffective against the shields. A fort is destroyed by suppressing the shields with NUC fire and then subjecting the gun emplacement, which defends with 8, to rocket attacks, HE or NUC. A disrupt roll suppresses the shields while an elimination roll destroys the fort completely.

The gun inside the fort is a hijacked Heavy Beam Weapon inside of its turret but without the equipment to move. This gun is a slightly modified version with an attack of 18 and a range of 9.

Tanks must be soft landed with the Terran engineers. Because of their weight and size, an entire landing boat must be designated to carry nothing but tanks.

As mentioned, the tank fires unlimited NUC's and attacks the force field at 24. Its movement would be 3 and its defense would be 12. A roll of WIA would damage the tanks. They would not move but they could fire their weapon; also, they would be dispersed for one turn. A KIA roll would destroy the tank. Anything else is ineffective.

A tank's gun would be a long range form of the MI NUC rocket. The rocket would be no larger because these are slapped together tanks. In the game, the range is 9.

In closing, these rules provide for interesting games. For reasonably good players, introduction of forts and tanks will not throw off play balance. However, the only way for you to find out is to get someone and try out a game or two with tanks and forts. We highly recommend you do.

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The Battle Of Brussels
Allied Strategy in NAPOLEON

by Alan R. Moon

As the Allied player in *NAPOLEON,* a quick glance at the game will tell you three things: 1) The Allies play a defensive role, 2) The Allies have a strong numerical advantage—78CV to 52CV, and 3) The Allies win if neither side fulfills their victory conditions or if both sides fulfill their victory conditions.

The French player in *NAPOLEON* has to take all this and many more things into consideration when planning his strategy. The Allied player is not so burdened. In fact, the Allied player will at least partially dictate the French strategy with his initial set up.

So then, the most important decision in the whole game for the Allied player is the initial set up. It may be too late to correct even a minor error after the game has begun. This article describes what I believe to be the best Allied set up and why. I have tried to cover the Allied moves on turns one through four in reaction to whatever strategy the French can use. The French strategies are from my article "The Aggressive Tightrope" (*The GENERAL,* Vol. 16, No. 1).

No strategy is foolproof or luckproof, but the French should have a hard time getting ahead in most of the games using this set up. With the Allies set up to the extreme north and the French likely to advance to the west, most games will consist of one major battle—one I have coined: "The Battle of Brussels".

The Anglo-Dutch

The initial set up is as follows:

At Ghent—Two 3CV Infantry, One 2CV Artillery

At Termonde—One 4CV Infantry, One 3CV Infantry, One 2CV Artillery

At Alost—Two 3CV Cavalry, One 2CV Horse Artillery

At Brussels—Two 4CV Infantry, One 2CV Artillery

At Granmont—Two 2CV Cavalry

If the French are advancing in the west, on turn one move the two cavalry units at Granmont to Soignes and either Ath or Renaix. This will block the major roads—Mons-Brussels and Conde-Ghent—and prevents the French from advancing down them on turn two, since turn two is a night turn and the two cavalry units cannot be attacked (units may not move through or into towns occupied by enemy units at night). Placing the second cavalry unit at Ath or Renaix will depend on where the main French force is located. Most likely, the majority of units will be in Mons and the cavalry unit should go in Ath, which will force the French units to either sit still or detour via Binche and Conde.

On turn two, move the units at Termonde to Alost. The two cavalry units at Soignes and Ath are sacrificed to hold their positions, delaying the

French still another turn. The French cavalry may have gone around them, but the infantry will probably have to attack.

Turns three and four should be used to suitably distribute the units between Brussels, Alost, and Ghent. Ghent should be defended if at least one French unit can reach it, which will probably be the case throughout. The main body of units though should be in Brussels and Alost.

If the French are advancing to the east or in the center, on turn one move one cavalry unit to Hal and one to Brussels from Granmont. On turn two, either move the cavalry unit at Hal to Waterloo or Quatre Bras to block the major road Charleroi-Brussels, or move all but one unit from Ghent to Alost. On turns three or four, consolidate the units from Termonde and Alost with the units in Brussels.

Unless Ghent is threatened by three or more French units, the one unit there will be enough to hold it. To be safe though, you can leave two units in Alost to reinforce. As can be seen from the above, Alost is very important in the Anglo-Dutch defense. Units in Alost can reinforce both Brussels and Ghent, while units in Brussels and Ghent cannot reinforce each other. So, leave some units in Alost. There will be enough units in Brussels to keep the battle going long enough for the Alost reinforcements to arrive. And if Ghent is left unguarded completely, leave at least three units in Alost.

The opening PAA set up: British units are shown in red; Prussian units in green. Squares = infantry, diamonds = cavalry, circles = artillery, stars are horse artillery.

June 15	June 16	June 17	June 18	June 19	June 20	June 21	June 22
F A	F A	F A	F A	F A	F A	F A	F A

NAPOLÉON
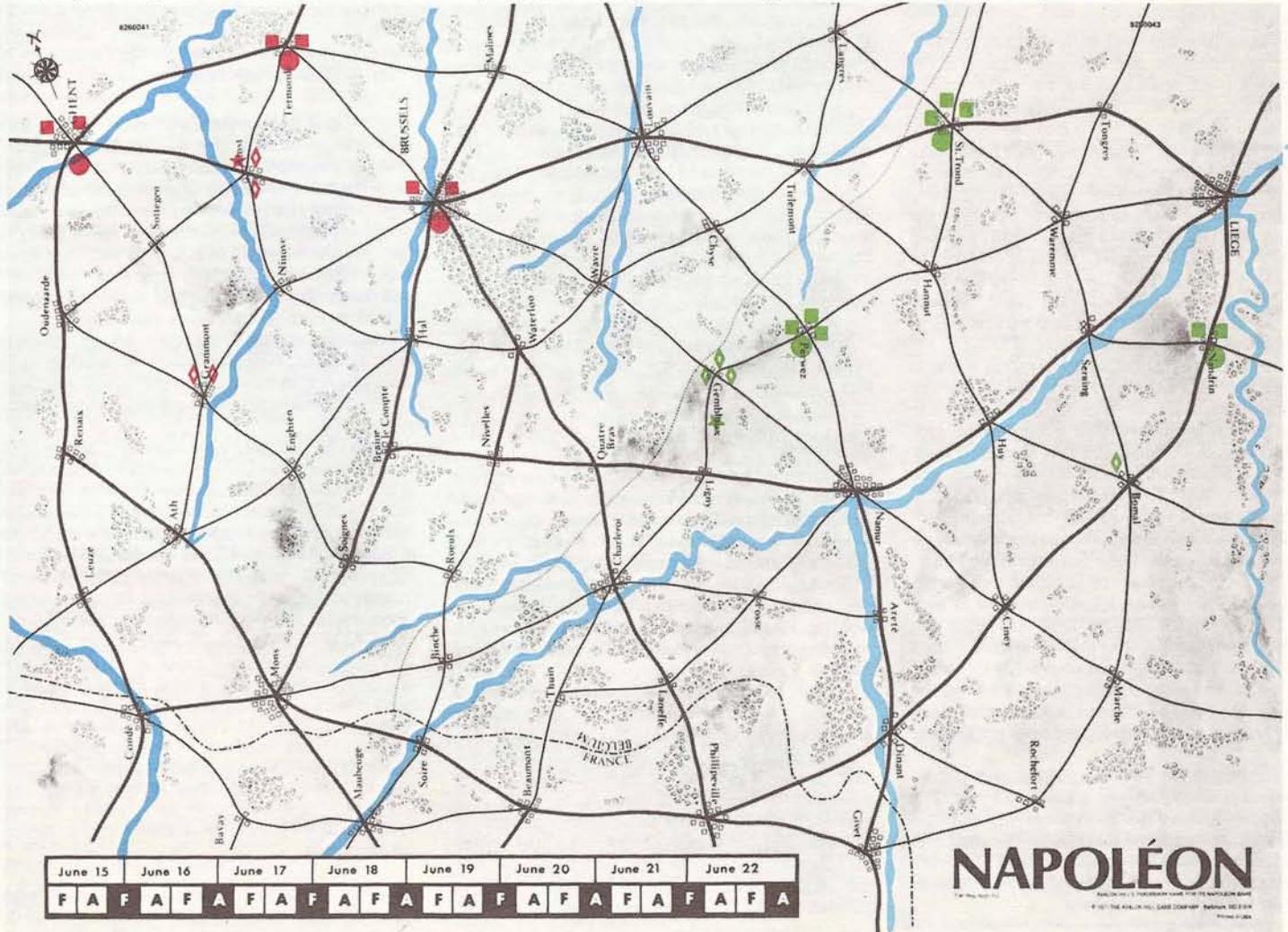
The two 3CV cavalry units and horse artillery unit are in Alost initially in case the French stick their neck out too far and leave one or two units exposed within range. Unlikely, but possible.

If the two cavalry units screening the roads at Soignes and Ath manage to escape in a retreat, retreat them one town only and just leave them there. Again, they will slow the French advance. They are expendable.

In no case should the Anglo-Dutch move away from Brussels to help the Prussians. If the French advance is in the east, let the Anglo-Dutch sit and watch. By the time the French capture Liege and defeat the Prussians, the Anglo-Dutch should have a numerical superiority. Plus, the French still have to get to Brussels and may have to force march or leave units behind. Time is on your side. Wait.

The Prussians

The initial set up is as follows:

At Gembloux—Three 2CV Cavalry, One 2CV Horse Artillery
At Perwez—Three 3CV Infantry, One 3CV Artillery
At St. Trond—Three 3CV Infantry, One 2CV Artillery
At Bomal—One 2CV Cavalry
At Nandrin—Two 2CV Infantry, One 2CV Artillery

Unless the French are advancing in the east, on turn one move the group of units at Gembloux. Move three to Brussels via Wavre and one to Perwez. On turn two, move the group of five units at Perwez to Chyse or if the French are really pressing on Brussels already, force march the infantry and artillery to Louvain (the one cavalry unit can make it without force marching). If the French aren't pressing, on turn three move the units from Chyse to Louvain.

On turns four and five, move the units from St. Trond to Tirlemont and Brussels. Again, if the French are pressing on Brussels, move the units to Louvain on turn three, using a force march.

What do I mean by "if the French are really pressing on Brussels"? Basically, the French have three choices of approach. One, they can move as many units as possible with all possible haste, using the cavalry/horse artillery and force marching the infantry/artillery. They will lose CV and be forced to leave some units behind, but they will get to Brussels in a hurry. Two, they can move slowly to get to Brussels with all their units intact, without force marching. Three, they can do something in between these two extremes.

Of course, the Anglo-Dutch have a say in which strategy the French can use, as seen in the cavalry screening maneuvers on the major roads. Note that choice number one above is the worst that can happen for the Allies. I have seen French players push ahead and reach Brussels with twelve units (the eight cavalry/horse artillery units and the four 4CV infantry units). The six units left behind make a lot of difference. The less units the French get to Brussels, the less units the Allies need to defend it. A twelve unit French force of 35 total CV can probably be handled by the Anglo-Dutch alone or with only minor Prussian support. And the French will still have to defeat the Prussians afterward should they win, since there will not be enough Prussians involved in the battle to defeat them. Further, the Prussians may be able to counterattack at Brussels before the rest of the French units can get there to help.

If the French are advancing in the east, the entire Prussian army becomes a delaying force. The one cavalry unit at Bomal is there just for this possibility. It, and the three units at Nandrin, will never get to Brussels in time if the French are advancing to the west, so they might as well be in position for the eastern advance.

On turn one, force march the units from St. Trond to either Liege or Seraing. On turn two, force march the units from Perwez to Waremme. Don't worry about the force march losses. If the French are serious about taking Liege and fighting the Prussians first, the Prussians will eventually lose. The object is to take as many French units with them. If there is still time, force march the units from Gembloux to Waremme on turn four.

Moving to Seraing instead of Liege may look dumb, but it isn't. Really. With units in Nandrin and Seraing, the French will be forced to fight even before they reach Liege. The Prussian strategy should be to fight it out in one of these towns, but not commit enough units (eight) to be defeated in this battle. This will mean that the French will have to fight a second battle at Liege to defeat the Prussians. The units at Seraing will also block the major road Namur-Liege and make it harder for the French to move around for their attack. If I haven't convinced you with this though, move the units from St. Trond to Liege instead and consider yourself conservative.

After the battle at Nandrin (if it was there), move the units from Seraing to Liege. The units at Waremme will reinforce, because if they move to Liege, the units at Seraing cannot reinforce them. If the units at St. Trond went to Liege instead of Seraing, then move the units from Waremme to Liege (or leave one at Waremme and read on).

If the first battle took place at Seraing, then move all but one unit from Nandrin to Liege! The French will still not be able to reach Liege because there will be Prussian units in Waremme and Nandrin. Now, you have forced the French to fight three battles to get to Liege. Of course, you still cannot lose a total of eight units in both battles. Consider retreating some units out of the battle to prevent this if necessary.

Alternatively, the one cavalry unit that starts at Bomal can advance on turn one and block the major road Dinant-Liege at the more forward position at Ciney, if the French don't occupy it on turn one.

There are three things to remember here. One, the Prussians won't all die, even after they lose their eight units, until the battle in progress is over. The French will continue to take losses while the battle rages, until the Prussians are routed. Two, the French will probably move on Liege with less than their full force because the roads out of France to the east and the roads around Liege cannot accommodate a quick advance with eighteen units. Three, the more time and units the French lose, the harder it will be for them to win the game. Liege can be one tough nut to crack with correct Prussian play. A valiant Prussian defeat may lead to an Allied victory.

In General

From the preceding, the battle at Brussels will involve twenty-four Allied units; twelve Anglo-Dutch and twelve Prussians totalling 66CV, minus any lost in force marching. The six units that won't participate in the battle only total 12CV; the two 2CV Anglo-Dutch cavalry units lost screening roads and the four 2CV Prussian infantry/artillery units at Bomal and Nandrin. The 66CV will be defending against a maximum French force of 52CV.

If the French have pressed the advance, they will have less CV. The Allies will have less too, but probably more proportionately. The battle itself will begin approximately even, since both sides will have units as reinforcements not involved initially, with more of these being Allied units. As the battle progresses, the French will gain an advantage because of their quicker reinforcement rate and better average unit quality. Eventually though, the tide will turn the other way as French reinforcements run out and Allied reinforcements continue. Many times, Allied reinforcements will arrive just in time to plug a hole in one column and save the day. The longer the battle, the better.

The victory conditions are the biggest Allied advantage. The Allies can lose every unit on the board as long as nine French units are destroyed. The Allies don't have to protect 1CV units against destruction while the French will be forced to as the battle goes on. And these are the primary targets—French 1CVs. No retreats or fancy strategies here. Just count to nine.

A final word on blocking roads with screening cavalry. Sacrificing units is okay when there is a purpose or advantage to be gained. The best time being before a French night turn (French turns two and five). At other times, the cavalry will just be attacked immediately and do no good. There are exceptions, but most of the time it will be more beneficial to move a group of units towards a battle sight instead of moving one cavalry unit.

Lastly, watch out for the unexpected. The French might begin advancing towards Liege, pulling the Prussians away from Brussels, then exposing the feint and turning west. This will make for a more wide open kind of game with both side's forces spread out more than usual. There may well be a lot of small skirmishes instead of one or two major battles. This can work to the Allies advantage. Fighting minor battles and killing a few units at a time can be successful as long as the Allies stay between the French and the supply cities and don't commit enough units to any one battle to defeat either army. Remember, the Allies are defending.

The Basics

Since the game will oftentimes come down to one major battle, many of the Allied basics are the same as those listed under Battle Techniques in "The Aggressive Tightrope".

Charging one column with every cavalry unit available can be most effective against the French. With only eighteen units (at most) to be spread over three columns, and many of them involved in their own cavalry charge, there may not be many units defending one column. Charge that column. If you have played the game well, you should have more units in the battle than the French. Don't hesitate to pull the cavalry back though, if things aren't going well or another column needs some help.

Squaring against the French cavalry charge is most effective, even when there are infantry units attacking too. A two turn defense of this kind may be all you need to break the column you are attacking in.

You will probably have more artillery than the French. Keep these units in the column that neither side is attacking (if there is one). The French units in the column across the middle ground will just sit there and take a pounding or attack weakly. An artillery duel in this column should also be a winning proposition. The horse artillery should be used initially to fire at the charging cavalry, then moved to the vacant column (all in the same turn).

Keep as few units in the reserve as possible. A 1CV unit means one more shot at the French. If it dies or is routed due to morale, kiss it goodbye or bring it back in the next turn. In the reserve, it does nothing.

Shoot at the weakest French units. The second priority being cavalry. Never retreat! Fight to the last shot. Try not to smirk as you kill the ninth French unit with only one unit left in each of your columns.

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AH PHILOSOPHY . . . *Continued from Page 2*

with the following harangue, in an attempt to cut down the number of times I have to give my little speeches.

Number one on the hit parade are calls dealing with questions about game rules.

Our Standard Response. We do not answer rules questions over the phone. They must be submitted in the form of a letter. And to get a reply, the questions must be accompanied by a self-addressed, stamped envelope!

Reasoning. While we are more than happy to answer questions by mail, we must draw the line somewhere. If the staff answered all these phone calls, we'd never get any work done.

Hints. Phrase questions in a 'yes' or 'no' format, or if this is not possible, word them so they can be answered with the shortest possible response.

State the section of the rules, the specific rule, or the scenario that pertains to each question. It also helps to state which game the questions are on.

Include diagrams or illustrations where applicable, especially with complicated questions or those dealing with specific game (board) situations.

If you have questions about two or more games, put the questions on each in a separate envelope. If a letter has questions about more than one game, several designers may have to handle it, and that delays the reply.

Don't include anything else with the questions, like orders, articles, suggestions, etc. Put these in separate letters.

Don't ask questions about the design of a game. We won't answer them. *THE GENERAL* covers most of this in the 'Design Analysis' column.

Reply Time. How fast you'll get answers to your questions depends on the designer who has to answer them. If a designer is busy with a current project, your questions may sit on his desk for awhile. However, this is the exception, not the rule. Answering questions is part of a staff member's regular workload. Still, if you haven't received an answer in six weeks, try again and include a note that this is your second attempt. Occasionally letters do get mislaid or stolen by the game fairy. Here's a list of who's responsible for which games.

Don Greenwood—*SQUAD LEADER, CROSS OF IRON, CRESCENDO OF DOOM, THIRD REICH, AFRIKA KORPS, CIRCUS MAXIMUS, GLADIATOR, CAESAR'S LEGIONS, CAESAR AT ALESIA, WAR AT SEA, WATERLOO, STALINGRAD, ANZIO, FRANCE 40*

Richard Hamblen—*MAGIC REALM, VICTORY IN THE PACIFIC, THE RUSSIAN CAMPAIGN, ARAB-ISRAELI WARS, BLITZKRIEG, D-DAY, ALEXANDER, TRIREME, ALPHA OMEGA, RAIL BARON, THE COLLECTOR*

Mick Uhl—*KINGMAKER, GETTYSBURG, LUFT-WAFFE, SAMURAI, CHANCELLORSVILLE, WOODEN SHIPS AND IRON MEN, WIZARD'S QUEST, DUNE, SUBMARINE, BISMARCK, BATTLE OF THE BULGE, SOURCE OF THE NILE*

Alan R. Moon—*MIDWAY, 1776, JUTLAND, FORTRESS EUROPA, FLAT TOP, FURY IN THE WEST, NAPOLEON, ORIGINS, UFO,* all *LEISURE TIME GAMES* (except as listed)

Frank Davis—*WAR AND PEACE, PANZERBLITZ, PANZER LEADER, AIR ASSAULT ON CRETE/INVASION OF MALTA, RICHTHOFEN'S WAR*

Kevin Zucker—*AIR FORCE, DAUNTLESS, AF/DAUNTLESS EXPANSION KIT, SHENANDOAH*

Dale Sheaffer—*TACTICS II, OBJECTIVE ATLANTA*

Bruce Milligan—*THE LONGEST DAY, DIPLOMACY, MACHIAVELLI,* all SPORTS ILLUSTRATED GAMES (except as listed)

Tom Shaw—*BUSINESS STRATEGY, FOOTBALL STRATEGY, BASEBALL STRATEGY*

Jack Dott—all COMPUTER GAMES

Independent—*TOBRUK, STARSHIP TROOPERS, ARMOR SUPREMACY*

Variants. A variation of the game question call is one where the caller wants us to explain how to PLAY a game. I took one call recently from a person who wanted an easier set of rules for *WAR AT SEA.*

The second most common type call deals with game submissions.

Our Standard Response. We do not accept game submissions.

Hints. Don't call. Of course we accept game submissions, but due to the incredible number we try to reduce these to a reasonable level with a screening system. We've learned a lot about potential game designers and game submissions over the years. It is amateurish to call us and that's why we have a Standard Response. If you don't know how to properly submit a game, chances are the game is your first attempt and you haven't done that properly either, and chances are we aren't interested.

There is a correct way to submit a game. It's really a matter of using a professional approach. First, write a brief letter introducing yourself and describing the game. This is screening point two. Neatness, spelling, control of the English language, and style count because we'll assume the rules (and components) have gotten the same care, or lack of it, as the letter. You are trying to interest us in you and your game. If we're interested, we'll send you a disclosure form, which releases us from any obligation to buy the game (it protects both you and us). You then send us the game and we look it over. What percentage of games that we look at do we accept? Oh, one in a hundred is probably a conservative estimate.

While some companies have a reputation for stealing ideas, Avalon Hill does not. We have more than enough game ideas to keep us busy indefinitely. We're glad to pay the designer a royalty for a good game because he's already done a lot of our work.

Certain subject areas have received an overdose of games. Avoid these. The Russian Front in WWII, for instance. Other areas have received little or no coverage. The same is true for game types (operational, strategic, tactical). In other words, it helps to know the market and the hobby. And don't limit your thoughts to wargames. We publish family games, computer games, and sports games too.

Reply Time. Don't sit eagerly by your mailbox for the first few weeks. The longer it takes us to reply, the better. It means the game is under consideration and is getting more than just a quick look see. It is probably being looked at by more than one staff member and this is a good sign! Wait about two months before making a follow-up, though we usually write to you before this (with questions) when we are seriously considering a game.

The third most common call has to do with solitaire play of our games.

Our Standard Response. In the Wargame and Leisure Time Game lines, only *MAGIC REALM, OUTDOOR SURVIVAL, BLACK MAGIC, WITCHCRAFT,* and the Computer Games have specific solitaire rules. In the Sports Illustrated Game the following games are suitable for solitaire play: *MAJOR LEAGUE BASEBALL, TITLE BOUT, USAC AUTO RACING, NBA BASKETBALL, GO FOR THE GREEN,* and *CHALLENGE GOLF.*

Commentary. I never cease to be amazed by this. I can't believe people are still unable to find opponents. True, up until the last several years, opponents were hard to find. But with the proliferation of the hobby and the fecundity of gaming clubs, it hardly seems a real problem today. Some gamers still hide their games in their basement closets, but even they are easier to find.

Try putting an ad in your local game store. Most game stores now cater to this by providing a bulletin board or a list of opponents. Many stores also have open gaming on weeknights or weekends. Or, try looking through magazines for gamer's names and addresses near you. Once you've found one person, the snowball effect takes over. It helps to put your age down, because many older gamers are hesitant about answering ads because they want mature opponents.

I am also amazed at this because playing games solitaire is so limiting. A big part of the hobby for me is camaraderie and friendly competition. This is what I enjoy. I understand it is not always possible to play as much as you like, and in this solitaire play can be an adequate substitute, but I do not understand those who prefer it.

Getting back to the question at hand, it is possible to play *ALL* of our games solitaire. And for years, many people did because they couldn't find opponents. It takes a little imagination, but it can be done. And who am I to say there isn't enjoyment to be found in playing both sides at once.

We also get lots of letters. About everything. Recently, we have received a lot of letters from people who interested in playtesting. To all of you, our deepest thanks. We wish we could use all of you.

We do keep a file of potential playtesters, but be on the lookout for requests for playtesters in *THE GENERAL.* This is the best time to write in. Briefly describe yourself and your gaming experience. Again, neatness counts as much, or more, than experience. We want competent playtesters. Good gamers can pick up any game and be helpful, but they have to be able to communicate or they aren't any help at all. It is also important to get a varied group of testers; some who will specialize in rules, some in play balance, etc.

Please don't offer to be a playtester if you aren't willing to put in the necessary time to be one. Many times, we never hear from people after we send them playtest kits, other than to say they liked it or didn't like it. In either case, they aren't asked to playtest again.

We are using by-mail playtesters more and more these days. We don't just pick our friends or people we know. We value your opinions because you are who we are ultimately trying to please with our products. In this same vein, we are always happy to receive your comments on our published products. So, if you buy a game, let us know what you think of it! Avalon Hill listens.

Oh, by the way, this issue's Contest (No. 98) is in "THE ASYLUM".

ARM ☆

inhabited enemy town or adjacent to an enemy unit must be returned to the board in that hex. *Exception: See Concealed Combat.* They may then continue their move normally, as they are not required to stop, but that segment of their concealed move is ended. If the British player wishes to conceal the unit again, he must do so by meeting the requirements for concealed movement and following the above procedure.

Concealed Combat

Concealed combat occurs in one of two manners.

Ambush. Continental forces entering a hex containing concealed Indian and/or Tory units suffer a +1 on all attacks resulting from that contact initiated by the British player.

Concealed Attack. Indian and/or Tory units may remain concealed while adjacent to or in the same hex with an enemy inhabited town or enemy units in this case only. In both cases the units are returned to the board once in the same hex with the target the British player wishes to attack. To attack using concealed attack, the concealed units must start that movement segment no closer to the target than two hexes. Continental units attacked using concealed attack suffer a +1 on all attacks against them and a -1 on all attacks they initiate against those units.

Should an American unit be moved adjacent to an Indian or Tory unit using concealed movement, the British player does not have to reveal the unit until he is certain that the American unit is not going to enter that hex and suffer an Ambush.

From these special rules it would seem that much advantage has been given to the irregular units assisting the British. Actually, no advantages not present in the campaigns involved are given, as these advantages only apply to instances of war in which these irregulars were naturally superior. All Indian and Tory elements represented in this scenario were woodsmen, and so benefited while in their element.

As for the advantage granted by ambush, history itself shows how much the irregulars relied on this tactic. The relief force at Ft. Stanwix was ambushed and, had a storm not sprung up, might have suffered worse casualties due to the surprise. The militia in Cherry Valley were totally surprised by a raiding party which was not noticed until most of the village was destroyed.

The argument that these militia groups were not woodsmen and so would be more easily surprised than those units accompanying Sullivan and Clinton is a good one. However, a far more knowledgeable body of Indian fighters would be ambushed much later in the war in much the same way, and with much the same result. On August 19, 1782, at Blue Licks, Kentucky, a force of Kentucky frontiersmen encountered a raiding party of three hundred Shawnee Indians. Although its leader, a militia colonel, had advised waiting for reinforcements, he was overridden and his men ran straight into a trap. The colonel himself would barely escape, carrying his dead son Israel from the field. He would forever blame himself for the disaster, though he was not held responsible by the survivors. For those who have not guessed, that colonel was Daniel Boone.

Not only does this serve to explain the accuracy of the special rules of the scenario, it also explains the frontier war itself. Even after the threat to Washington's supply source was ended, the Indian threat remained for the frontier's inhabitants. For as ineffectual as regular troops the Indians proved to be, they were a cunning enemy outside their element, and a deadly enemy within it.

beard. Said he hardly knew the victim or any of his co-workers for that matter. Said he'd been home on Christmas Eve, because he didn't like parties or lots of people. We put him down as a loner, but didn't rule him out.

11:53. The next person we talked to was Alan R. Moon. He had worked closely with the victim, as his assistant on the company magazine, THE GENERAL, as well as on several other projects. Alan didn't seem particularly upset about the murder. He seemed happy that he would now be the editor of THE GENERAL and described the victim as a grump who smiled only on holidays. Claimed to have been at home alone all night on Christmas Eve.

12:44. Kevin Zucker was next. He seemed tired and, at first allusive. Then, all of a sudden, he went into the philosophy of a murderer. We had to practically throw him out of the office. Now we were tired.

1:08. The last person we talked to was Lee Barsotti, the company secretary. Nice girl, married, quiet, decent. Seemed genuinely upset about the murder. Even shed a few real tears. Very touching. Said she would miss sharing pizzas with the victim at lunchtime, because he always picked up the tab. Said the victim had everything to live for and had recently had his lifelong dream of having a water cooler installed fulfilled. It was a shame he had died before it had been hooked up. Definitely the Snow White of this lot.

1:26. Asked Tom Shaw to answer a few more questions. He was wearing different glasses than the last time. Looked like a real operator in this pair. He had been at Avalon Hill longer than anyone else, but he seemed threatened. He wasn't much help in matching the staff members with the particular dwarfs.

Epilogue. We were stumped. We had lots of clues, but we just couldn't figure out what they meant. However, on January 16th, at 9:33 AM, our story ended happily as the killer confessed.

CONTEST No. 98

You must attempt to outdo our heroes and figure out who the murderer is. You much match each staff member listed below with his dwarf nickname, and you must select the murderer. Note that Don Greenwood also has a nickname.

Staff Members:	Dwarfs:
RICHARD HAMBLEN	SLEEPY
MICK UHL	HAPPY
FRANK DAVIS	DOC
ALAN R. MOON	SNEEZY
KEVIN ZUCKER	GRUMPY
LEE BARSOTTI	DOPEY
TOM SHAW	BASHFUL
DON GREENWOOD	SNOW WHITE

Murderer: ☆

Rule 27.2 Clarification—Neither side *receives* any replacements on the first turn of the game.

Rule 21.7 Clarification—Commandoes and rangers that are functioning as infantry units during an invasion, may not stack free on the invasion turn. Commandoes and rangers that are functioning as raiding units during an invasion may stack free on the invasion turn.

Rule 27.12 Clarification—Infantry divisions that are reduced before the beginning of the game to make other infantry divisions into overstrength divisions may be built back up to full strength at a later time, through the normal replacement procedure.

Add the following optional rule. "**31.16** *Rommel.* The Rommel HQ unit may be considered a free setup unit and does not have to setup in Paris."

Add the following optional rule. "**31.17** *Rouen.* Rouen is an inland port with a supply capacity of '2.'"

Add the following optional rule. "**31.18** *Luftwaffe Replacements.* German TAC units may be disbanded to form replacement units. The German player may disband any TAC units that are still available for that month. This can be done at the beginning of any turn, before the Allied player places his air units on the AMC. For each TAC unit disbanded, the German player receives one infantry replacement. TAC units can never be used as armor replacements. Each month thereafter, the number of available TAC units is reduced by the total number of TAC units disbanded (a cumulative total from month to month) and used for replacements.

☆

Japanese planes away from their carriers or refueling on deck would have been devastating. The Japanese feared this, and Midway later proved the validity of their fears. This rule also makes the land-based air at Pearl Harbor more valuable and may require some shots to be taken at it if the Japanese player plans on staying for the extra two rounds, which takes shots away from a battleship.

Option six will change the game more than the other two rules for both sides. However, one unit guarding a sea area is far from realistic and it does happen often in the game. Among other reasons, the Japanese failure to take Australia and the Coral Sea area completely was a result of having to guard so many other areas at the same time. They just couldn't, and didn't, commit enough carriers to the Coral Sea campaigns.

I don't advise using a combination of the six options. And I recommend the options in the order given. The second option changes the game less than the other two, but the first option seems the most logical. If rule one doesn't seem enough, or seems a little too much, add to the two ship requirement in the Japanese Islands or delete it to a one ship requirement, or delete it altogether.

The problem with starting a Pacific Campaign game historically correct, but not recreating its events, is that there is no Midway. Midway changed the entire complexion of the war. In *VICTORY IN THE PACIFIC* there is no substitute for Midway to turn the initial Japanese advantage into a balanced game. The influx of American carriers on turns six and seven is too late. The extra Japanese carriers, not lost at Midway, can be used in other ways as shown in the preceding pages.

☆

Letters to the Editor ...

Dear Don,

After reading Part 80 of the AH Philosophy, I am less than enthralled with your lack of, shall I say, "enthusiasm" when it came to Pacific Origins 81. While you wrote that "the West Coast (will finally) get a crack at ORIGINS", it seemed to have taken a back seat to the new ATLANTICON. We of the West Coast have either been forced to shell out a fortune to attend a top-quality con like ORIGINS (not that PACIFICON wasn't an excellent con, but when was the last time you heard someone mention PACIFICON's tournaments—any of them—as the "national championships"?) or forced to miss it. When I first heard that ORIGINS was coming West, I was excited. Now that I've heard your views, it feels as if PACIFIC ORIGINS will be "just another con" and ATLANTICON will become 1981's "THE CON"

Don Del Grande
Greenbrae, CA 94904

Please excuse the apparently misleading commentary in that particular installment of the Philosophy. Few people, to my knowledge, have been as active as I in attempting to stir up interest in a West Coast ORIGINS. It certainly wasn't my intent to steal thunder from ORIGINS for the sake of ATLANTICON, if for no other reason than I don't think it could be done. ORIGINS has become far too much of a hobby institution to be replaced in any sense of the word by a newcomer. Avalon Hill will definitely attend ORIGINS and recognize its competitions as our version of the AH national championships. ATLANTICON will merely attempt to replace it on the East Coast as a regional show similar to the function PACIFICON has performed for the West Coast for years—offering East Coast gamers a convention format similar to the one they've grown accustomed to with ORIGINS—and at the same time gaining some practical experience for ORIGINS 82 when the national convention will return to Baltimore. Believe me, despite the best intentions of the Baltimore group to make ATLANTICON unique and exciting, Pacific ORIGINS will be "THE CON" in 1981. ATLANTICON will just offer a regional alternative to East Coast gamers who can't make the trip to the national show.

You must realize, however, that AH's traveling act for ORIGINS has traditionally consisted of upwards of 20 people—many of them non-employee volunteers who merely have their expenses paid for the weekend. During the past six years this little retinue has gotten so it looks forward to its annual pilgrimage to ORIGINS, but the company has decided that it can not foot the bill for transcontinental travel for such a large number in 1981. That is why we made the appeal for West Coast gamers to volunteer to help run events at ORIGINS 81 and thus free our depleted staff for other tasks—so that we could run just as many events at ORIGINS 81 as we've done in the past. In a sense we were asking for West Coast volunteers to replace our standard group of East Coast volunteers who would be unable to attend ORIGINS 81. In the meantime, our East Coast crew will hone their skills at ATLANTICON in their accustomed manner waiting for the return of ORIGINS to Baltimore in 1982.

★★★★★

Dear Mr. Greenwood,

In the most recent General, Vol 17, No 2, I read of a project now afoot to revamp Panzerblitz, Panzerleader to bring them up to the level of development enjoyed by AIW and to develop a set of mutually comprehensive rules. Brave words, these, and certainly a project deserving of high praise. However I seem to recall that for over two years now we have also been promised a similarly praiseworthy revamping of Battle of the Bulge, without any results forthcoming. Origins 79, Origins 80; these have come and gone and yet your promise from General Vol 15, No 4 has not been redeemed.

No one can deny that during the course of the past two years Avalon Hill has produced some tremendous, perhaps even revolutionary, games. Neither the quality nor the content of your product has suffered, despite the tendency of our economic difficulties to force companies to cheapen their wares to stay abreast of inflation. Both for your resistance to such trends, and for the fine games you have delivered I offer my heartfelt thanks.

But what has become of the old Avalon conservative approach to projected delivery dates? How much longer will it be before the gaming public comes to regard announcements in the General as just advertising hype? Will we still be reading in General 19, No 6 that the new Panzerblitz rewrite will be out any day now? Perhaps you are experimenting to see how many irons you can pile onto one fire? If so, the answer is 'too many'.

So, in all seriousness I have to ask you what is your most sober prediction for the availability of the "new" Bulge? Please put a line or two in the 'zine for those of us who may still be waiting.

Russell VieBrooks, Jr.
Hamilton, Ohio

Developer Mick Uhl launched his by-mail playtest September 23rd. The game is scheduled for release in the spring, but given our admittedly shabby record with deadlines, it may not make it until ORIGINS 81.

★★★★★

Dear Mr. Greenwood:

Allow me to take this opportunity to air my views on the wargaming scene.

First, *DUNE* and *WIZARD'S QUEST* are not only fine games but also two of the most aesthetically pleasing. The *WIZARD'S QUEST* board is absolutely beautiful in every respect. As for *DUNE*, although all of the game components are very attractive, I find the Bene Tleilaxu Tanks section of the board and the character shields (especially the Bene Gesserit) stunning. Although such factors as artwork and color scheme do nothing to influence the way the game "plays" they do enhance playing pleasure and thus can influence how often it is played.

Although mine may well be a minority view, I feel that *RAIL BARON* articles are appropriate to the *GENERAL*. Admittedly I am biased because I enjoy the game myself. But since it has been acclaimed as an outstanding game, surely those who play it should have some type of forum available to them, and since *ASR* (which I don't subscribe to) won't take responsibility for it the *GENERAL* should.

The argument that *RAIL BARON* is not a "war" game and therefore should not even be mentioned in the magazine is somewhat weakened in that there is no sharp line between a "war" game and a "non-war" game, nor between an "historical" game and a "non-historical" game. In any event, *RAIL BARON* is popular enough among wargamers that an article on it certainly does not go to waste. I am glad that the *GENERAL* has recently begun to include articles that, while of interest to wargamers, go beyond analysis of maps and counters. I mean Alan Moon's satire column, his new interview column, humorous features like *Blitzkrieg Propaganda* (Vol. 16, No. 5) and *The Ultimate Wargame* (Vol. 13, No. 6), etc. To me, anything that is of interest to wargamers belongs in the *GENERAL* whether it actually pertains to the movement of counters on a map or not. *RAIL BARON* articles certainly fit this category if nothing else.

On a related matter, I noticed the letter written by J. Howard Reddick (Vol. 16, No. 5). It seems that he enjoys primarily historical wargames and does not enjoy sf/fantasy games. Thus he was upset when he saw a fantasy game as the subject of the feature article. I don't blame him . . . after all, I get a momentary feeling of depression when I see half the magazine devoted to a game I don't own—and that frequently happens. Surely Mr. Reddick is entitled to his view, but his preferences are different than mine. I own *MAGIC REALM* and *STARSHIP TROOPERS* as well as *DUNE* and *WIZARD'S QUEST*. Hopefully he didn't decide to let his subscription lapse when he saw the *DUNE* feature in the very next issue. While I do not wish to criticize him, I do wish to present the opposing view—that I enjoy, sf/fantasy games as well as non-wargames such as *RAIL BARON* and would be upset if you ever decided to allow the Bene Gesserit forces in the readership to "voice" you into pulling the plug on either *RAIL BARON* or sf/fantasy. Use this letter as your Karama card to prevent this voicing.

You solicit my opinion on the upcoming Avalon Hill PBM Game Championships. Since I am neither an expert nor an AREA member nor a PBM player, I wouldn't be participating, but I applaud the idea wholeheartedly. If nothing else the dream of becoming national champion might spur more people on to becoming more proficient at the games.

Which brings me to my main point. I am in firm agreement with your observations in Vol. 16, No. 5 that you had also expressed in "The Best Alternative to Play Balance" (Vol. 13, No. 5)—that the repeated play of one game by an individual and thus the acquiring of expertise is becoming a thing of the past, for people are buying more games and spending less time with each one. Part of the problem is the overabundance of games on the market and part of the problem is the lack of strategy articles in the magazine, although this trend seems to be reversing itself of late.

To a certain extent one's choice of games is a function of when he appeared in the hobby. For instance, I am somewhat dissuaded from trying to become proficient at *STALINGRAD* (not from playing it, as I do play it for fun) because I know that it has already been analyzed and reanalyzed long before I became a subscriber, and thus I know that the old-timers who have read the strategy articles printed before my time are operating with the benefit of many years' experience—a "benefit" I cannot readily get my hands on. Although there are those hardy souls who have reached "expert" rank in the game without benefit of these early *GENERAL* articles, I am not one of them. If I'm to gain skill at anything (and I'm part of the "dying breed" who gains playing pleasure by gaining skill), how much easier to do so at a newer game, at which I can feel more confident that the next guy can't possibly have a ten-year drop on me.

One way for the individual gamer to lick this phenomenon you describe is to spend a sizable amount of time with one game (so as to become really proficient) and the rest of his time playing other games of his choice at least often enough to get the general drift of each one. But I don't see this happening at all.

Your plea for more strategy articles is well founded, but even if I were to see an occasional strategy article on (say) *STALINGRAD*, it would fill very little of the gap. I see Wargamer's Guides as the best way for those of us who are not old-timers to mitigate the generation gap. As far as reprints of old issues, I doubt that I would be interested in buying an entire issue for the sake of one article when I could get a booklet with many articles on a game in which I am interested.

As for *MAGIC REALM*, perhaps the most complex game I own, I tend to agree that it has its failings but I point out enthusiastically that it has its merits as well. I am in favor of seeing more *MAGIC REALM* both in the *GENERAL* and in the form of expansion kits. Expansion kits would fulfill a need not fulfilled by "The Expanded Realm" (Vol. 16, No. 4)—to me, merely expanding the game by adding identical components from other game sets has somewhat of a "contrived" feel. But the rest of the *MAGIC REALM* material in that issue was quite useful and well done.

Bill Hecker
Leominster, MA

★★★★★

Dear Sir:

I have been playing your "DUNE" with groups of friends for nearly a year now. For most of that time we have avoided playing with less than four players, finding 5 and 6 most satisfactory. Recently, however, because of a scheduling error we found ourselves with only three players psyched for a game. Rather than foregoing our pleasure, we decided on a new (for us) twist and found it good enough to pass the word.

At the beginning we each chose (randomly) two factions instead of one apiece. These were to be considered de facto alliances. In order to add some mystery to it we decided that although the combined factions would naturally share common knowledge, they would not be able to operate as a complete alliance, i.e., sharing money (spice) and powers and advantages or combining for victory, until the first Worm appeared. Of course they were never allowed to swap Leaders or Treachery. It worked amazingly well.

My roommate and I have since tried a two-player game under the same rules. But instead of random choice we picked the best combinations to be Harkonnen with the aid of the Emperor and the Guild in their pocket versus Atriedes in league with the Fremen and manipulated by the Bene Gesserit. This produces wealth and power versus fanatic rebels and goes well with wine.

Harry John Bee
Melrose, MA

★★★★★

Dear Don;

In part 78 of The Avalon Hill Philosophy you had an article about a PBM Tournament Championship in several games, a couple of which are games of some interest to me. It was stated in the article that the only way of getting in was to be on the A.R.E.A. Top 50 list. The reason being that, like all great championship tournaments, that's where the best players are found, and like the Masters you can't just walk on and express your desire to play.

I, for one, would like to play in the tournament and take exception to the fact that the only way of qualifying is to be in the A.R.E.A. Top 50.

I have played and beaten players on your staff as well as several players in the Top 50, and have placed 2nd at ORIGINS in the AH 500. So to make a long story short, I feel that I am qualified to play in any tournament in which D-DAY, WATERLOO, or AK are played. I really hope the Avalon Hill staff reconsiders the criteria used in evaluating who is eligible to enter. There are a lot of us who have played for a long time (11 yrs.) who grew up on the Avalon Hill classics. So please don't exclude a large group of people who, though good at wargames, have never taken the time or effort to join your A.R.E.A. ratings. There are good gamers out here who qualify for your tournament. So if you want to find a true champion in each of the games, please let us in.

Patrick McNevin
Brooklyn Park, MN.

While I can personally vouch for your gaming skills I could hardly do so for unknown dozens of others with probably just as valid a claim. While it is true that the A.R.E.A. lists are not the end-all, be-all definition of who the best players are—it is a valid listing of those who have taken the time and effort to compete against a common standard and establish their credentials as an accomplished player. You may be every bit as good or better than anyone on the TOP 50 A.R.E.A. list, but we have no way of knowing it (nor do you for that matter) without a basis for comparison. We certainly just can't take everyone's word for it that he is qualified to participate. Just think how many duffers the PGA would have to put up with at the Masters if they used that criteria to determine who could play in their tournaments.

Players who didn't want to take the effort to join A.R.E.A. should be discouraged from participating in any case. A national postal tournament will take years to resolve and isn't for the faint of heart. Strict application to time limits and rules of play will be the norm. Concurrent multi-playings of the same game will be required. It will not be a casual undertaking, and players should not embark upon it with less than a very serious commitment.

Rest assured, however, that if you are indeed sincere in your willingness to compete in the national postal championships that you will probably be able to do so without being in the A.R.E.A. Top 50. With 25 openings in each tournament it is unlikely that the Top 50 will fill all the openings. Any vacancies will be filled by applicants from the public at large.

★★★★★

Dear Editor:

I bought the game *"WAR AT SEA"* about five months ago. Since then, my girl friend and I have been playing the game regularly, but one thing has been bothering me about my U-Boats. They get wiped out before they have a chance to do anything, and through my understanding of U-Boats from reading books on World War Two, the U-Boats did a lot of heavy damage to the British Navy.

So I looked up a couple of books on the German U-Boats of World War Two, (The Battle of the Atlantic, Time and Life Books, chapter 5, page 123), and I found out in the first years of the war, the British usually did not know where the U-Boats were, until they were hit with a torpedo. Around 1941, (When the USA comes in the war), Radar was starting to be placed in British ships, and were used to track down and destroy U-Boats.

So I would like to add this rule to the game. On turns 1-3, ASW is resolved after the U-Boats attack. All surviving ships can then attack U-Boats. Turns 4-8, British ships can attack first, as it says in the rule book.

I know this rule will make the game a little more confusing, especially for the people who are buying the "War at Sea Variant Counters", but it's a rule which I think should be added.

Gale W. Pfund
Fremont, NB

THE QUESTION BOX

MIDWAY:

Q. Must a player whose ships are under air attack tell the opponent if he has carriers with readied aircraft on deck?
A. Yes.

Q. The *Akagi* has readied aircraft on deck. It receives three hits. Is it crippled as per Optional Rule 1?
A. No.

Q. If two or more Japanese battleships are on Midway, is the relative fortification strength reduced by one for each battleship?
A. No. No matter how many battleships are on Midway, the relative fortification strength is only reduced by one each turn.

Q. Can the relative fortification strength be reduced by battleships on Midway during a night turn?
A. Yes.

Q. If there are U.S. aircraft on Midway when it is attacked by Japanese aircraft, does the U.S. player choose which aircraft are destroyed?
A. Yes.

Q. If a Japanese battleship is on Midway, does this destroy one U.S. aircraft on Midway each turn?
A. No. The battleship would only reduce the relative fortification strength by one each turn; it would not affect aircraft on Midway.

Q. If the U.S. player flies fighters over Midway as CAP and these aircraft are not attacked, does the U.S. player have to reveal where they took off from or where they returned to?
A. No, he does not even have to tell the Japanese player he had CAP up. The same is true for aircraft put up as CAP over ships that are not attacked.

Q. Must Japanese reinforcements enter the game at their designated time?
A. Yes, but they can enter and leave the board in the same turn.

Q. Can you make additional aircraft counters when you need the correct change during combat or any other time?
A. Yes.

Q. After seeing your opponent's ship placement and fighter cover, you decide to call off your attack. Must you still disclose where your planes came from and where they are returning to?
A. Yes.

Q. When U.S. and Japanese fleets are in the same square, must air operations specify whether fighters are acting as escorts or CAP?
A. Yes, each fighter must be specified as performing one mission or the other.

Q. Can you make additional aircraft counters when you need change for a particular attack?
A. Yes.

Q. Under the rule covering fleets leaving the mapboard, how is the term "fleet" defined?
A. No U.S. ships may leave the mapboard till one U.S. carrier has been air attacked. Japanese ships may leave the mapboard at any time during the game.

Q. When fighters are stripped off to help defend ships on the Battle Board, and the attacker attacks in waves, how do the fighters defend?
A. The attacker must assign all waves before resolving any attacks. Then the fighters are assigned to defend specific ships. The fighters add to the defense of these ships against each wave.

Errata for "THE WARGAMERS GUIDE TO MIDWAY"

1. Page 29. Add the CA Kako to the Japanese OB in the Coral Sea Scenario—it has three hit boxes.

2. Page 32. In the Guadalcanal Scenario OB, the statements above the U.S. and Japanese Additional Available Planes are reversed.

VITP:

Q. May a player commit an aircraft carrier without a gunnery factor to a night action so that a more valuable aircraft carrier may be screened from enemy gunnery attack?
A. Yes.

Q. If retreating *and* pursuing ships are *not* aircraft carriers is the day/night determination ignored and all subsequent rounds considered night?
A. Yes. If *either* side has a CV then day/night must be determined.

Q. If retreating ships withdraw in more than one group and are pursued, is there one day/night determination affecting all groups in the area, or does each group resolve its own day/night determination?
A. Individual roll for each withdrawing group.

Q. Rule 13.1 says amphibious units "move like ships except they can always stop whenever they enter an enemy controlled sea area; they can move no further that turn." Do amphibious units have to stop on entering an enemy controlled sea area?
A. Yes. The intent of 13.1 is to exempt amphibious units from speed rolls.

Q. In the Vol. 14, No. 6 replay amphibious units were destroyed when damage equaled their armor factor. This contradicts rule 7.533. Which is correct?
A. Rule 7.533.

Q. Rule 7.72 states: "A ship's gunnery factor loses the attack bonus if the ship has any damage". Does a damaged CV lose its airstrike attack bonus?
A. No.

READER BUYER'S GUIDE

TITLE FORTRESS EUROPA $15.00
SUBJECT Divisional Level Western Front Campaign Game

The 50th game to undergo analysis, *FORTRESS EUROPA* came in 8th with a cumulative rating of 2.44.

Perhaps more important than how the game rated though, is how these ratings reflect the changes in the hobby in the last few years, and how they spotlight the inadequacies of the RBG. While *FORTRESS EUROPA* and *RUSSIAN CAMPAIGN* are similar in Physical Quality, Mapboard, and Components, *FORTRESS EUROPA'S* ratings were much lower in all three categories. So, either what was considered good a few years ago is not now, or the audience (the RBG raters) has changed.

The problem here may be that *FORTRESS EUROPA* started out to be a *RUSSIAN CAMPAIGN* in the west. And so, the games were given a similar look, both in physical components and game system. However, in development the game system changed, evolving into a much more sophisticated product. Unfortunately the physical components did not evolve because most of them had already been finished.

The end product is a game with very functional components. This is what the ratings for Physical Quality—2.21, Mapboard—3.29, and

Components—2.57 show. And even here, only the Mapboard rating is below average.

The game's best rating came in the Excitement Level category with a 1.93. A close second was the rating for Overall Value at 2.07. Realism also scored high with a 2.35. Combined, these ratings seem to indicate a game that is both fun and a fine simulation.

The Average Playing Time of 7+ hours is about right for the Campaign Game. The scenarios will be significantly shorter.

1. Physical Quality	2.21
2. Mapboard	3.29
3. Components	2.57
4. Ease of Understanding	2.50
5. Completeness of Rules	2.64
6. Play Balance	2.43
7. Realism	2.35
8. Excitement Level	1.93
9. Overall Value	2.07
10. Game Length	7 hr., 21 min.

COMING UP NEXT TIME

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CRESCENDO OF DOOM	2.04	1.93	1.64	2.33	3.20	2.31	2.18	1.36	1.56	1.82	19.5
2. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
3. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
4. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
5. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
6. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
7. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
8. WAR AND PEACE	2.43	2.37	2.32	2.54	2.34	2.56	2.61	2.54	2.29	2.32	17.0
9. FORTRESS EUROPA	2.44	2.21	3.29	2.57	2.50	2.64	2.43	2.35	1.93	2.07	44.1
10. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
11. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
12. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
13. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
14. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
15. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
16. KINGMAKER	2.60	2.26	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
17. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
18. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
19. SUBMARINE	2.65	2.58	3.48	2.42	2.90	2.87	2.55	2.38	2.22	2.47	12.1
20. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	3.20	2.32	17.3
21. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
22. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
23. VICTORY—PACIFIC	2.70	2.47	2.36	1.85	2.21	2.79	3.38	3.91	1.94	2.53	18.0
24. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9
25. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.46	2.89	9.1
26. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
27. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
28. RAIL BARON	2.87	2.98	2.82	3.45	2.07	2.29	2.05	4.69	2.76	2.68	21.6
29. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
30. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
31. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
32. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
33. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
34. WIZARD'S QUEST	3.03	2.63	2.21	3.25	2.62	2.60	2.23	5.13	3.42	3.21	13.2
35. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
36. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
37. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
38. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
39. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
40. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
41. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
42. BULGE	3.21	2.93	2.80	3.01	3.08	3.40	3.53	4.11	2.81	2.95	20.0
43. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	5.38	3.58	3.38	7.5
44. D-DAY '65	3.43	3.72	4.54	3.69	2.56	3.09	4.38	4.50	3.60	3.56	17.8
45. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.40	20.0
46. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
47. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.9
48. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
49. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
50. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.38	2.90	2.84	19.6

Vol. 17, No. 2 slipped quite a bit in the ratings from the very popular WAR & PEACE issue but still managed the second best rating of the past six issues with an overall score of 3.18. As expected, Bob Medrow's feature presentation once again led the individual article voting by a wide margin—almost tripling the point total of its nearest competitor. The performance of the Series Replay and Quick Play Scenarios in the voting was disheartening as we had thought highly of these features. The latter may have failed simply because readers didn't consider them an "article" to be voted for. The actual voting for individual articles based on our 3 points for first, 2 for second, and 1 for 3rd system looked like this.

FIRST IMPRESSIONS 544
DESIGN ANALYSIS 196
SOFTENING UP 174
SERIES REPLAY: VITP 104
THE ASYLUM 67
CROSSING THE SAMBRE 41
QUICK PLAY SCENARIOS 40
STAFF BRIEFING 19
AVALON HILL PHILOSOPHY 15

Despite rumors to the contrary, AH will not be doing a DALLAS game.

The best Allied move in Contest No. 97 was as follows: 22 Gds, 9/A20, & 70/23—K62; 50/151, 50/6SA, & 2SA/6—063; 2SA/7 & 1 Sup—J62; 7/31M, 51/10, 51/29—N63; 2SA/4—L64; and 51/9 to N61. By occupying both N63 and 063 with maximum stacks, the British player forces the German to retreat the 51/9 to M59 where it captures the German supply. If successful (a 50% chance at 1-4 odds) the German will be unable to attack next turn for lack of supply. However, even if the 1-4 attack fails, the British player can still hedge his bets by attacking 21/5 at 1-2 and soaking off vs Ariete at 1-5. If they can gain a DB2 result, retreating 21/5 to K59, four Allied factors will be left adjacent to and screening the British home base and therein guarantee that the Germans can't reach it on their next turn. Together, these attacks give the British player a 58% chance of securing his home base through the next turn. In addition, because the Allied success is just likely and not guaranteed, the Allied player should not land his second supply and thereby leave it exposed to capture for later use against him at Tobruch.

Infiltrator's Report

SQUAD LEADER enthusiasts who wish to enhance their scenario collections may want to consider joining SEP, a Scenario Exchange Program run by Brian Martuzas, 36 Commodore Drive, Mystic Islands, NJ 08087. SEP proposes a nationwide by-mail playtesting program consisting of scenarios designed by its members and distributed to all members for their evaluation. SEP, of course, cannot offer SL materials for resale but is free to exchange member contributions. SEP is also currently involved in testing Brian's new mapboards for use in an unofficial Afrika Korps campaign.

Purchasers of the WARGAMER'S GUIDE TO MIDWAY may be interested to know that the Midway Battle for Australia Variant contained therein has been updated complete with a new map, carrier and base status charts, and Aircraft Status displays. Although not available from Avalon Hill, designer Rod Stewart has blessed his labor of love project with AH quality artwork and professional printing. The set, including two full size variant maps, is available from Rod Stewart, 5501 Coe Dr., Wichita, KS 67208 for $4.00.

Recently, THE RUSSIAN CAMPAIGN tournaments have proved to be among our favorite offerings at ORIGINS with potential participants outnumbering the available slots. Part of the reason for this popularity may be the tournament version's incredible play balance. At ORIGINS 80 the Russians won 33 of 63 contests, but the champion played the German side in the final round. As a result of the popularity of this tournament AH will probably change the prize list to encompass a large cash prize similar to that of the AH CLASSIC 500.

Due to the transportation expenses which coincide with a west coast ORIGINS, AH will probably be unable to take a full crew to ORIGINS 81 and will therefore have to cut back on its tournament offerings this year. Anyone planning to attend ORIGINS 81, and willing to run an Avalon Hill tournament is urged to write us and offer their services. Otherwise, our full slate of tournaments will have to be seriously curtailed, or transferred to ATLANTICON.

GENERAL BACK ISSUES

Only the following *GENERAL* back issues are still available. Price is $2.50 per issue plus 10% postage and handling charges. Maryland residents please add 5% state sales tax. *GENERAL* postage coupons may not be used for this or other parts orders. Due to low quantities of some issues we request that you specify alternate selections should your first choice be no longer available. The index below lists the contents of each issue by subject matter; feature articles are designated by an asterisk (*), series replays are italicized, and the number following each issue is the reader rating of that particular issue as a whole. The numbers following individual subjects refer to the number of articles about that game in that issue. Issues listed in red are one color reprints of previously out-of-stock issues.

READER BUYER'S GUIDE

THE LONGEST DAY $65

Game of WWII Normandy Invasion

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5-average; and 9-terrible). EXCEPTION: Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. EXAMPLE: If you've found that it takes two and a half hours to play FRANCE 1940, you would give it a GAME LENGTH rating of "15."
Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality _____
2. Mapboard _____
3. Components _____
4. Ease of Understanding _____
5. Completeness of Rules _____
6. Play Balance _____
7. Realism _____
8. Excitement Level _____
9. Overall Value _____
10. Game Length _____

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

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This coupon is valid only for mail order purchases of complete games direct from Avalon Hill. Each postage coupon entitles the sender to deduct up to $1.00 from the postage charges of any order for a complete game provided the amount deducted does not exceed the total postage charge for that order. Coupons are not usable for parts, magazines, or pbm kit orders.

Shipping charges are 10% of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any past GENERAL postage coupons previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a $15 game. His postage charge is $1.50 which he may pay by sending in 2 postage coupons and $15, or 1 postage coupon and $15.50. Customer B lives in Canada and orders the same game. He must pay $15 in USA funds plus 3 postage coupons or $15 plus $1 for each postage coupon less than 3 which he sends.

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to routing the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil *THE GENERAL's* version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with *since* you received your last issue of *THE GENERAL*. With this we can generate a consensus list of what's being *played* . . . not just what is being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in Avalon Hill bias to the survey because you all play Avalon Hill games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. _____
2. _____
3. _____

Opponent Wanted   50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds.
2. For Sale, Trade, or Wanted To Buy ads will be accepted only when dealing with collector's items (out of print AH games) and are accompanied by a $1.00 token fee. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.
Afrika Korps—AK, Air Force—AF, Alexander—AL, Alpha Omega—AO, Anzio—AZ, Arab-Israeli Wars, AIW, Armor Supremacy—AS, Assault On Crete/Invasion Of Malta—AOC, Bismarck—BIS, Blitzkrieg—BL, Battle Of The Bulge—BB, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Fury In The West—FITW, Gettysburg—GE, Insurgency—INS, Jutland—JU, Kingmaker—KM, The Longest Day—TLD, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Naval War—NW, Objective: Atlanta—OA, Origins—OR, Outdoor Survival—OS, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Richthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Shenandoah—SH, Stalingrad—STAL, Starship Troopers—SST, Source Of The Nile—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Tobruk—TB, Trireme—TR, Victory In The Pacific—VITP, Viva Espana—VE, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

_____ _____ _____

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_____ _____ _____

NAME_____ PHONE_____

ADDRESS_____

CITY_____ STATE_____ ZIP_____

SLEEPY   Richard Hamblen
SNEEZY   Mick Uhl
DOC   Alan R. Moon
DOPEY   Lee Barsotti
BASHFUL   Frank Davis
GRUMPY   Kevin Zucker
HAPPY   Tom Shaw
SNOW WHITE   Don Greenwood

MURDERER
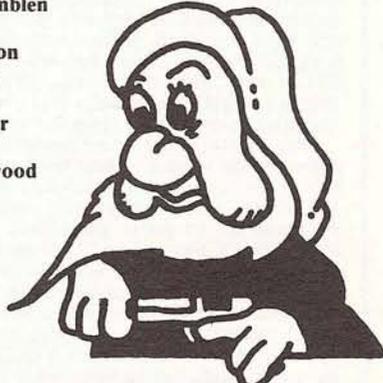
THIS ISSUE'S CONTEST IS IN "THE ASYLUM"

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next GENERAL and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible) _____
Best 3 Articles

1. _____
2. _____
3. _____

NAME _____

ADDRESS_____

CITY _____ STATE_____ ZIP _____

G.I. SQUAD LEADER MAPBOARDS NOW AVAILABLE

For those of you who can't wait for yet more SQUAD LEADER boards to add to your design-your-own scenario collection, we now have available for separate mail order purchase the four mapboards to be included in the next gamette. The original SQUAD LEADER artist, Scott Moores, has outdone himself in the preparation of these boards which are now among the most beautiful of the series. Boards 9, 10, and 11 which were done by a different artist will not be used for any SL gamettes and will be available only for separate parts mail order purchase.

Board 12 represents a typical French village and introduces three new types of terrain; rowhouses, brush, and graveyards. Board 13's dominant terrain feature is a stream crossed by an elevated road. Not to be outdone, board 14 offers a small airfield and sunken roads. Board 15, designed primarily for the Italian theatre, presents level four terrain, crags, steep hillsides,

and split level buildings. When combined with the earlier SL gamettes, these boards will enable SL enthusiasts the widest variety of terrain configurations imaginable for a single game system. We regret that no questions regarding the boards or their new terrain types can be answered prior to the publication of G.I.: ANVIL OF VICTORY. The boards are offered for sale strictly on as-is basis to those SL enthusiasts who don't want to wait for the next gamette to get more varied terrain for their scenarios.

The boards (specify exact number) are available only from The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 for $2.00 each plus 10% for postage and handling. Maryland residents please add 5% state sales tax. Canadian orders must add 20% for postage charges; overseas orders must add 30%. GENERAL postage coupons are not valid for parts orders.

NEW AFRIKA KORPS RULES AVAILABLE

A completely rewritten set of rules for AFRIKA KORPS which replaces the old rulebook, battle manual, combat results table, and situation card is now available from our parts dept. for separate mail order purchase for $4.00. This new rulebook does not alter play of the game

in any fundamental way—it merely attempts to clarify the rules of the game and dispose of the few ambiguities that have plagued AK players for years. Maryland residents please add 5% state sales tax.

WAR AT SEA VARIANT KIT

Since so many WAR AT SEA variants have appeared in THE GENERAL, it seemed obvious that someone should, and would eventually, tie them all together. I (ARM) decided I was that someone. Unbeknownst to me, Paul Kaster had come to the same decision at about the same time. So, WAR AT SEA 2 is a joint effort, and although I did the actual writing, almost all of the new ideas are Paul's, while the rest of the rules are a combination of the other variants.

WAR AT SEA 2 expands the basic game from six sea areas to nine, adding the Black Sea, the Cape of Good Hope, and the Caribbean. The number of ports is expanded from nine to seventeen, adding Sevastopol, Turkey, Greece, Alexandria, Oran, Toulon, Gibraltar, and Africa. In addition, some of the other ports in the game have been renamed. France is now Brest, for instance.

The revised OBs include seventeen French ships, two Greek ships, eight American ships, and seven Russian ships, as well as additional British and German ships. Land-based air units, that function somewhat like the air units in VICTORY IN THE PACIFIC, are substituted for each side's lone airstrike marker.

The rules change many of the basic WAR AT SEA rules and add much more to them. New rules cover three new Convoys, the Axis Afrika Korps and the Allied Tiger and Torch Convoys. Other rules cover German Surface Raiders, POC changes and additions, access to Neutral Ports, the British X-Craft, the Italian Frogmen, and restricted movement for ships of some nationalities.

Also included is a section of Optional Rules. These rules can be used as play balance rules or just to add even more variety to the game. Many of these increase or restrict the movement of ships of certain nationalities.

This variant package is both more and less than a regular game. Its parts can be used to play

any variant published to date and almost any that you might devise on your own. It is not more realistic than WAR AT SEA, just more involved. No attempt has been made to turn the basic game into a simulation. Quite the contrary, this kit is for those who like WAR AT SEA and just want more of a good thing. Players should note, however, that due to the nature of this variant (it being a conglomeration of many smaller variants and adding many variables to the rules), it may need some tinkering to establish play balance.

The Counter Sheet contains all the counters necessary to play any of the variants listed below. It is similar to the WAR AT SEA Variant Counter Sheet that was previously available. However, players should note that the new Variant Counter Sheet does not contain the AIR ASSAULT ON CRETE variant counters that were included on the original Variant Counter Sheet. The mapboard can also be used to play all of these variants.

1. Vol 13, No 3—"WAR AT SEA In The Mediterranean" (part of "Basic Probability In WAR AT SEA") by Richard Hamblen

2. Vol 14, No 3—"WAR AT SEA & The French Navy" by Dr. Joseph Connolly

3. Vol 14, No 4—"Victory At Sea" by Richard Hamblen

4. Vol 15, No 1—"Letter To The Editor" by John Lyman

5. Vol 15, No 3—"WAR AT SEA And The Russian Navy" by Sean Canfield

The WAR AT SEA Variant Kit which includes an unmounted 22" × 24" mapboard, three OB Charts (one Axis and two Allied), a six page rulebook, and the new WAR AT SEA Variant Counter Sheet, is available directly from The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, Maryland 21214 for $9.50 plus 10% postage and handling charges. Maryland residents please add 5% state sales tax.